PRIMA'S OFFICIAL STRATEGY GUIDE



Prima Games

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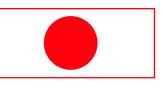
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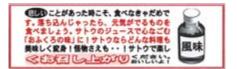
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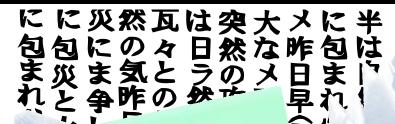




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Imagine you're one of them.

Not only that, but there are tanks, aliens, and other monsters out there trying to lay claim to your turf (which, frankly, needs to be stomped flat anyway). Call your mama, and tell her to run to the hills—this is going to get messy.

This guide tells you everything you need to know about *Godzilla®: Destroy All Monsters—Melee*. By the time you hit the back cover, you'll know basic moves, advanced attacks, the strengths and weaknesses of each monster, and how to beat every monster in the game, no matter whom you've chosen as your champion. You'll even learn the locations of every hidden item, and top everything off with a huge list of awesome secret codes. So grab your Nintento GameCube™, choose your colossal creature, and get stomping. It's time to prove who's really the King of the Monsters!





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- He's not green. He's dark gray. He was colored green on the U.S. poster for the original film by accident (it was an easy mistake to make—the movie was in black and white), and the misconception has stuck ever since. In fact, he may have taken on a slightly greenish hue in the past few films—looks like Toho (the company that makes the films) may finally have gotten tired of arguing with people about it.
- Godzilla®'s Japanese name is "Gojira," a word created by combining the Japanese words for whale (*kujira*) and gorilla (*gorira*).
- The first Godzilla® movie was known internally at Toho as the "G" (for giant) project, and it boasted the laughable development title *Kaitei Niman Mairu Kara Kita Dai Kaiju*, which means *The Big Monster from 20,000 Miles Underneath the Sea.* (Incidentally, you can't technically go 20,000 miles under the sea—the Earth is only about 8,000 miles in diameter. Therefore, if you started in the U.S., traveling 20,000 miles under the sea would carry you clear through the Earth and into outer space, roughly 12,000 miles above China.)
- There have been at least three different Godzilla®s: the first one, which was killed in the original movie; the nearly identical replacement that debuted in *Gigantis, the Fire Monster*, and the new Godzilla® introduced in *Godzilla*® vs. *Megaguiras*. It could be argued that there have been several more, because Toho makes little effort to maintain continuity from one film to the next.
- Godzilla®'s trademark roar was conceived when composer Akira Ifukube stroked the strings of a contrabass with a leather glove coated with resin, then added a reverberation effect to the resulting sound. What inspired him to try this is anybody's guess.
- Godzilla®'s head is redesigned almost every time a new movie is made, and the entire costume has been remade at least 12 times. Devoted fans can often tell which movie a photo of Godzilla is from just by looking at the costume.
- The average Godzilla® suit (there have been dozens) is made of latex, cloth, bamboo, and urethane foam, and it weighs over 200 pounds. It gets so hot inside (around 120 degrees Fahrenheit) that the actors playing Godzilla® have occasionally passed out from the heat in the middle of filming.
- The U.S. versions of Godzilla® movies are often heavily reworked from their original Japanese versions, with the most drastic example of this being the original movie, *Godzilla®: King of the Monsters*. The main character in the U.S. version of the film was an American reporter named Steve Martin, played by Raymond Burr. This character didn't appear even once in the Japanese version, despite the fact that it was a full 17 minutes longer than the U.S. version.
- The 1962 King Kong vs. Godzilla® was rumored to have two different endings: one for Japan, in which Godzilla® won, and a separate U.S. version, in which King Kong won. This is false. There's only one ending (though you do hear both monsters' roars just before the ending credits at the end of the Japanese version, and only Kong in the U.S. version). However, it's not really clear which monster actually wins the final battle, so people continue to debate the true ending and the myth's accuracy to this day.
- The "Godzillasaurus" that supposedly mutated into Godzilla® is a fairy tale, but there is a dinosaur with a very similar name. In 1981, paleontologist and lifelong G-fan Dr. Kenneth Carpenter discovered an 18-foot-long, bipedal, carnivorous dinosaur in Quay County, New Mexico. He named it *Gojirasaurus quayi*, combining the county of the dinosaur's discovery with the Big G's Japanese name.





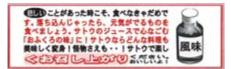








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The 26th Godzilla® movie (not counting the recent American film) is scheduled to be released in December 2002 in Japan. This is almost 50 years after the original debuted in November of 1954. Not even James Bond has made that many movies! Now, who would you say is the "biggest" movie star around?

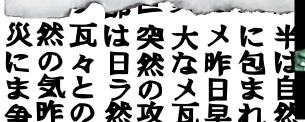
- 1. Godzilla®: King of the Monsters (a.k.a. Godzilla®)
- 2. Gigantis, the Fire Monster (a.k.a. Godzilla® Raids Again)
- 3. King Kong vs. Godzilla®
- 4. Godzilla® vs. the Thing (a.k.a. Mothra vs. Godzilla®, Godzilla® vs. Mothra)
- 5. Ghidorah™, the Three-Headed Monster (a.k.a. Ghidorah®, the Three-Headed Monster)
- 6. Godzilla® vs. Monster Zero (a.k.a. Invasion of the Astro-Monster)
- 7. Godzilla® vs. the Sea Monster (a.k.a. Ebirah, Horror of the Deep)
- 8. Son of Godzilla®
- 9. Destroy All Monsters
- 10. Godzilla®'s Revenge (a.k.a. All Monsters Attack)
- 11. Godzilla® vs. the Smog Monster (a.k.a. Godzilla® vs. Hedorah)
- 12. Godzilla® on Monster Island (a.k.a. Godzilla® vs. Gigan™)
- 13. Godzilla® vs. Megalon

- 14. Godzilla® vs. the Bionic Monster (a.k.a. Godzilla® vs. the Cosmic Monster, Godzilla® vs. Mechagodzilla™)
- 15. Terror of Godzilla® (a.k.a. Terror of Mechagodzilla™)
- 16. Godzilla® 1985 (a.k.a. The Return of Godzilla®)
- 17. Godzilla® vs. Biollante
- 18. Godzilla® vs. King Ghidorah™
- 19. Godzilla® vs. Mothra (a.k.a. Godzilla® and Mothra: Battle for Earth)
- 20. Godzilla® vs. Mechagodzilla™ll
- 21. Godzilla® vs. SpaceGodzilla
- 22. Godzilla®. vs. Destoroyah™
- (a.k.a. Godzilla®. vs. Destroyer)
- 23. Godzilla® (a.k.a. Godzilla 2000: Millennium)
- 24. Godzilla® vs. Megaguiras
- 25. GMK: All Monsters Attack (a.k.a. Godzilla®, Mothra, King Ghidorah™: Giant Monster All-Out Attack)
- 26. Godzilla® vs. Mechagodzilla™ III (coming to Japan in December 2002)















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GAME MODES

There are several different ways to dole out the damage in Godzilla®: Destroy All Monsters—Melee, especially if you have multiple players ready to fill a monster's size 746 shoes. Here's a quick description of each mode to help you decide which method of mayhem is right for you.

*レモスタリタ オ*ルロカモ

his mode is just what its name implies: a one-on-one rumble between two monsters with no storyline other than "This town ain't big enough for the both of us." If you and a buddy want to challenge one another



to a showdown, this is the mode for you. You can also play VS. mode against the CPU, practicing your moves against a particular opponent or in a certain city.

> Versus mode: Two monsters enter, but only one monster leaves.

オカレミメナリアミ オカカミ

■ his is the main single-player mode of Godzilla®: Destroy All Monsters-Melee; it's the only mode in which you can unlock new monsters, cities, and gallery items. A short cutscene explains the storyline, which is heavily inspired by the plot of Godzilla®'s 1968-69 film Destroy All Monsters. Alien



invaders called the Vorttak have arrived on Earth and taken control of all the monsters' minds, instructing them to smash, crush, melt, and otherwise flatten all of the world's major cities. That is, unless you, as the only monster not under the aliens' mind control, can do something about it. How can you repel the Vorttak? By first knocking out seven rounds' worth of mind-controlled monsters on Earth and then heading up to the mothership for a little claw-to-



cranium, breath-to-breadbasket negotiation with the Vortaak champion—Mechagodzilla™!

The evil Vortaak are forcing the monsters to destroy Earth's cities. It's up to you to do something about it.

URVIVAL MODE

his is the true test of a warrior. Once you think you've got what it takes, head into this mode to test your mettle against an endless stream of the roughest, toughest CPU-controlled monsters around. You'll get a small



boost of health between rounds, but only skill and technique will get you past the first few opponents.



In Survival mode, you not only need to win, you need to do it without taking damage yourself.

ロモタナアひてナ10メ かりかそ

of you have two, three, or four players wanting to do some heavy-duty demolition, try Destruction mode, which offers a slightly different twist on the proceedings. It challenges you to not only smack one another around, but



to do your very best to lay waste to the city around you. So Put your



stomping shoes on, because if your opponent turns more of the city into piles of rubble than you, it's game over.

In Destruction mode, the idea is to flatten your surroundings as well as your opponents.







GAME MODES

オマレマモ オロロモ

his is the ultimate in chaos, an all-out battle royal between two, three, or four titanic terrors. In Melee mode matches, it's not just a matter of being the last monster



standing—you have to be in there slugging it out the whole time, not just cowering behind a skyscraper while everyone else rumbles. You earn points for inflicting damage on your enemies (especially for knockdowns and knock-



outs), for finishing the round with health left, and also for fighting with style (after all, a giant monster's got to keep the moviegoers entertained, right?). Get it on!

It's a four-way free-for-all, and you're right in the middle of it.

ナミタオ かりひそ

eam mode is the same crazy madness as Melee mode, with one exception: players can choose to band together, rather than fighting "every monster for itself." This can lead to colossally destructive two-on-



two, two-on-one, and even three-onone matches, which require a fair bit of strategy if you want to avoid a severe, Godzilla®-sized beating.

Team mode is great for players who want to work together to deliver a giant monster smackdown.



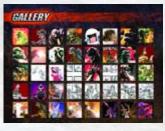
GALLERY MODE

he gallery isn't so much a gameplay mode as a Godzilla® museum. Hidden throughout each level are "Easter eggs" in the shape of a glowing Atari™ logo. When found, these spe-



cial power-ups unlock pictures of the character models, sketches, concept art, and all sorts of other Godzilla® artwork. In this book, you can find all the eggs in a given battleground by checking that city's page in the Arenas section.

The gallery is full of awesome artwork, but it won't come easy-you've got to earn it!



DIFFICULTY SETTINGS

Easy

If you're firing up the game for the first time, this is the best place to start. All monsters have the same number of hit points, and enemy monsters tend not to block well. The major power-ups are introduced slowly as you battle with the first three monsters, and even when power-ups do appear, your opponents tend to ignore them. You can focus on learning your moves, getting the game's timing and combat systems down, and just enjoying the mayhem. You won't find any Atari™ powerups in the various levels, so you won't unlock any gallery items. There's time for that later.

Medium

Now, things heat up a bit. The power-ups are all in place (including the Atari symbol Easter eggs), and the Al knows they're there. Hedorah also appears with his usual frequency, and you'll notice the final boss has about 20 percent more health than you and gets slightly more from health power-ups.

Hard

This is war. Your opponents all have 25 percent more health than you, with the exception of the final boss—he has a whopping 50 percent more health than you! When not blocking your attacks or lancing you with surgical beam weapon strikes, the Al will flat-out sprint toward powerups, and will get a greater health boost from them than you do. Of course, you can still win in this mode, but you must have solid strategy and skillful execution. Button mashers are doomed.



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GAMEPLAY BASICS

Think you're the kind of player who can just fire up the game and go? Great—go get 'em, monster-masher! But take a quick glance at this page so you're clear on all the fundamental controls. After all, you want to know how to grab and throw another monster and follow up with a Rage attack, don't you?

Basic Controls Control Move (Control Stick)and/or D-pad Movement around the battlefield © (C Stick) Move monster's head (manually aim beam weapon) L Crouch/Run. If you're standing still, holding this button makes your monster crouch. If you're moving, it makes himrun. R Jump/Fly/Auto-target. Makes your monster leap into the air. Rodan™. Mechagodzilla™, and the two Ghidorah™s fly when you hold this button, provided they have enough energy. Also auto-targets a flying enemy with your energy weapon. Z Fire beam weapon. Hold to charge (the energy bar turns from yellow to red), and release to fire. (Quick tap) Fire secondary energy weapon A Punch B Kick (x) Fierce attack Block ∞ Grab. Picks up enemy, building, train car, or other throwable object. $\mathbb{A} + \mathbb{B}$ (While holding enemy or object) Throw (While holding enemy) Special throw 1 (While holding enemy) Special throw 2 Roar/Rage. If monster is raging (has picked up a Rage power-up), this executes a devastating Rage attack. If not, it triggers (A + S)a monster's trademark battle cry. Taunt the enemy. It does no physical damage, but it feels good, doesn't it?

Special abilities: Teleport (GiganTM) or Burrow (MegalonTM)

⊕ or
 ¬ (When down)

L + R (or A + (x))

Move (⊚ or D-pad)

Your monster automatically faces the nearest monster opponent, so all movement is in relation to your enemy's location. Old-school fighting game fans may prefer the precision that the D-pad provides in executing specific moves, but the analog stick offers advantages when simply moving around the battlefield. Be sure to experiment. You can switch between the two during the match.

Getup attack

Run/Duck (111)

Ducking makes high attacks whiff over your head—that's nice! The run button is critical for getting somewhere in a hurry, because your monster moves without regard to the location of your enemy. For example, if there is a power-up behind you, push s in its direction to slowly back into it, or hold \square and \bigcirc in its direction to turn around and sprint toward it. You can't grab anything or use your energy weapons while running.

Jump/Fly (®)

Press and release to jump, or hold to fly (if the monster is able to fly). This is a very valuable skill. Sometimes big monsters have trouble walking around in big cities. Tap
and they leap right over most obstacles. The same goes for flying monsters, who have it even better.

Learn how to get around on the battlefield.

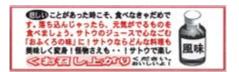
Anguirus™ can duck under almost any attack. Unfortunately for him, he can't slip under Mechagodzilla™'s Rocket Fingers.



Jumping and flying are two easy ways to avoid low attacks.









DEFENSE

Before you can start giving your enemy a lesson in pain, learn to keep them from kicking you in the head. Here's everything you need to know about defense.

Blocking

Tip: Don't forget to block. It stops nearly all physical attacks, halves the damage done by energy attacks, and can interrupt any chain if properly timed.

Blocking is the key to success in this game. Granted, elite players don't block much, but how do you think they survived long enough to become offensive juggernauts? There are two forms of blocking: regular and "duck" blocking. For regular blocking, press when standing upright. It nullifies any physical attack except those that hit your feet (tail sweeps, for instance). The second type of blocking is "duck" blocking, which happens when you crouch () and hold . This block negates low attacks (especially tail sweeps), but leaves you vulnerable to overhead attacks such Godzilla®'s Double Hammerfist (which is as painful as it sounds). Blocking also helps against energy attacks, halving the damage and reducing your reaction to those attacks by one level of intensity (see "Knockback and Reactions," later in this section). Both types of block trigger a white flash when they succeed.

Note: You can back slowly away from an enemy while you block. This is a good way to avoid being grabbed.

Secondary Defensive Moves

Blocking isn't the only way to keep MechagodzillaTM from mounting your stuffed head on his wall. For instance, holding umakes your monster crouch, and any head-level attacks will miss. Crouch behind a building to avoid an opponent's beam weapon. Another useful defensive technique is an interruption. If your opponent hoists a building, use a quick burst from your breath weapon to make him drop the would-be projectile onto his head. This also is useful when you see an opponent charging up his beam weapon. You have to be quick, so this technique works best when playing as a swift monster, such as RodanTM or GiganTM, or one who regains energy quickly, such as MechagodzillaTM. Finally, don't underestimate the value of simply running away. You can dodge thrown buildings, and many beam weapons can't reach all the way across the screen, so you can minimize damage by putting distance between them and you. It's also the only way for a non-flyer to avoid MegalonTM's burrowing attack.

Knockback and Reactions

Like it or not, sometimes the enemy lands one. This causes damage, but also triggers one of five knockback reactions: Light, Stagger, Knockdown, SuperKnockdown, and Null.

Light means you react only slightly and momentarily. Stagger knocks you back a few steps, signaling that your head (or heads, in GhidorahTM's case) got a bit rattled. Knockdown means you just got clobbered, and you lie down for a moment or two to recover.

The last two are much less common. SuperKnockdown occurs only when you're hit by a Rage attack, or when you're struck by a very powerful attack against which you are highly vulnerable (see "Damage Types"). It creates a red flash and sends you sailing across the battlefield like a zillion-pound kite. Null occurs when a monster is struck by a weak attack of a type to which he is very resistant. It's basically a non-reaction—the target takes a little damage and keeps on coming, free of any reaction effects.

Note: A full-blown status effect, Stun, occasionally results from an attack. Stun does not knock the target back; it keeps him where he is, unable to defend against an attack. There are several forms of Stun status, typically caused by one of the following special attacks: a freeze tank's ray, MegalonTM's Napalm, Mecha King GhidorahTM's Tasers, OrgaTM's Paralyzing Goo, or having your foot smashed by a low attack.

Typically, the strength of the attack decides which knockback effect occurs, but this can be affected by several factors. If an enemy is flying or performing a finishing move, a light attack won't produce any knockback effect at all. Conversely, if a monster is in Rage mode, medium strength attacks often knock the target down instead of staggering him, and a Knockdown level attack will cause a SuperKnockdown. Finally, if a monster is highly resistant to a particular damage type, that attack type will never knock him down. Mechagodzilla™, for instance, can never be knocked down by an edged attack. On the flip side, if a monster is vulnerable to a damage type, as Rodan™ is to edged attacks, his reaction will be amplified when he's hit with that type of attack.

Why do reaction effects matter? On offense, knowing what reaction state is triggered by each of your successful attacks helps you determine how much of an opening you have to execute a follow-up attack. On defense, if you watch an enemy long enough, you can learn which effects each attack triggers. Then you can make smarter decisions about when to take chances, based upon the possible consequences.



Duck blocking offers added protection against sweep attacks. Both types of block reduce the damage taken from energy attacks.



One of the best ways to avoid an attack is simply to run away. It's better to run behind an enemy, not in front of him.



Hitting an enemy with a thrown object almost always results in a knockdown.



Mecha King Ghidorah™ is highly resistant to edged attacks, so your basic claw swipe doesn't even tickle him.



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Of course, nobody plays a fighting game to dodge all the time. You want to send the other guy packing, so you have to give him a few king-sized bites of knuckle sandwich.

Note: All monsters begin with 300 hit points, and most attacks do 5–30 points of damage. Get ready for a slugfest—these boys can take some damage.

Damage Types

This is huge. The three basic attack types correspond to three different types of damage: blunt attacks, which create a blue flash when they connect; edged attacks, which have a yellow effect flash; and energy-based attacks, which dole out plenty of damage, but have no effect flash. Some monsters take much more damage from one kind of attack than another. For instance, we mentioned earlier that edged attacks tend to just slide off of Mechagodzilla™s sleek, metal body. However, if you bludgeon him continually with blunt attacks, he'll crumple like an old tin can. Learn which attacks fit each category by noting the color of the

Damage vs.	Vulnerability
Vulnerability Rating	Damage Taken (percentage of normal value)
Very Resistant	79% or less, possible null reaction
Resistant	91–80%
Slightly Resistant	99–90%
Normal	100%
Slightly Vulnerable	101–110%
Vulnerable	111–120%
Very Vulnerable	121% or more, possible amplified reaction

effect flash (see the monster section of this guide). Use the chart and examples below to determine which attacks will be most effec-

Note: The size and color of the effects flash indicates the damage type and intensity of a successful attack. Blunt attacks flash blue, edged attacks flash yellow, and energy attacks have no effect flash. Red and white flashes correspond to SuperKnockdown attacks and blocked attacks, respectively.



A successful edged attack creates a yellow hit flash.



Finally, a red flash means you just gave your enemy brain , damage

Attack Height

Each attack targets one of three areas: the head, feet, or body. Regular blocking negates head and body attacks, and duck blocking nullifies body and foot attacks, but neither type blocks all three levels. Mix up your attacks to keep your enemy guessing. and you can pound some pain into even the most turtle-like opponent. Overhead attacks may hit any of the three areas, and uppercuts may hit either the head or body.

Physical Attacks

Of course, every monster is quite different, but these fundamentals are useful no matter which monster you choose to do your mashing.



This basic jab, punch, or claw swipe doesn't do a great deal of damage, but it's guick to execute, and is a great way to start a string of attacks. If you're running when you press (A), you do a lunging attack...



This is another basic attack that looks different from one critter to another.

Tip: Although chucking opponents into the force field boundaries looks painful and often sends them flying across the arena like a rag doll, it doesn't actually do any damage. Stick to tossing them into buildings: it counts toward their destruction level rather than yours, and local armed forces will attack them instead of you. Finally, never throw an opponent toward a power-up.

Grab (A + B)

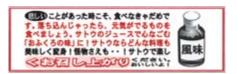
The grab adds some wrestling flavor to the mix, enabling you to pick up and throw (with (a)) buildings, tanks, and even your enemy. If you managed to get your paws on your opponent, press ® or 🗩 (rather than (a)) to perform a special throw. It takes longer, but does more damage. You can also just wander around until you wear yourself out and drop your enemy back onto his feet, stunning yourself in the process, but that's a decidedly bad idea.



Whatever you're picking up and throwing, do it quickly—you can't defent with both arms up in the

Tip: When a building or other object blinks red, that means you can pick it up and hurl it at your enemy. Buildings do a ton of damage, they're an easy attack to execute, and they typically knock an enemy down when they hit. You can also throw smaller buildings into larger ones, making them collapse on your opponent. Be careful, though—you can't block or run while you are holding something.







Fierce Attack (SA)



Here's where the moves start to get really diverse. These can be almost anything. If you're playing as Godzilla®, it's usually going to be a tail lash. But if you're Megalon™, it's an electrified punch; and if you're Mechagodzilla™, some lucky bulls eye will be saying hello to your plasma cannon. The methods are different, but the mayhem is the same.

Taunt (®+5x)

There's really no room for good sportsmanship in monster fighting. The taunt in this game has no real effect on the action, but is a fun way to remind your opponent that you're pounding the pavement with him—literally.

Beam/Breath Weapons

As cool as tail whips and claw swipes are, you can't think of Godzilla® without picturing him torching everything in sight with his Atomic Breath. To this molten end, each monster also has at least one long-range energy-based attack, which takes the form of a beam or breath weapon. These attacks use energy, but their range and versatility often far outweigh the cost, making them a critical part of any fighter's strategy. To charge a beam or breath weapon, hold . When it's charged to your satisfaction, release the trigger to let it fly. Most of the time, you won't even have to aim—your beam weapon auto-targets the nearest standing enemy. To aim at an airborne enemy, hold to knock him out of the sky, then release to auto-target him on solid ground.

You can also take a more hands-on approach and use © to manually move the monster's head around, thereby aiming your beam weapon. This is a move for advanced players, but manual targeting delivers better results when shooting at military units, Mothra, or Hedorah; when aiming at fallen enemies (they can be hit while on the ground, though



Godzilla®'s trademark blue Atomic Breath—it's a beautiful thing.

Roaring and Raging (@+%)

The roar is included mostly as an attitude thing (monsters tend to bark as much as they bite, at least in the movies). However, if you've grabbed a Rage power-up, this triggers your Rage attack, which is nearly unavoidable and typically has a spherical area of effect, enabling you to dish out the damage to enemy, military, and environment all at the same time. It brings you out of Rage status, but you'll go out with a bang, guaranteed.

Tip: Take advantage of the Rage power-ups. Besides powering up your regular attacks, they give you a very powerful special attack with a wide blast radius, which can easily turn the tide in your favor.





The Rage attack varies from one monster to another, but it's guaranteed to drop some serious damage on anyone or anything that gets in its way.



Mashing

Occasionally, technique goes out the window and you just need to pound the attack button as quickly as possible. This occurs anytime you've lost control of your monster: when you've been When you see this happen, start bashing those buttons as if your life depended upon it—because it does.

stunned (by OrgaTM's Paralyzing Goo, for instance), when you've been grabbed by another monster, when you've been nailed by one of those pesky freeze tanks and need to get unfrozen, or when you've simply gotten tired (carried an opponent too long, or missed a grab with MegalonTM). Mashing returns control to you in as little as half the time that your monster would otherwise be out of action.

they'll take less damage than if they were standing), or when aiming around buildings or at multiple opponents. Most monsters have a very valuable secondary beam weapon, launched with a quick tap on <a>Image: These attacks have very high energy requirements because they are powerful.

Tip: Be careful when charging your beam weapon. On the plus side, a greater charge means greater damage, and a 50 percent charge staggers your opponent (100 percent charge can even knock him to the ground). However, you cannot move your feet while using it, and it typically cannot be cut short once triggered. If you miss and your opponent runs around you, you're defenseless.

Note: Beam and breath weapons do energy-based damage and cannot be used while crouching.



MechagodzillaTM's searing Laser Eyes leave quite a mark upon anything they "see."



King Ghidorah™ breathes lightning from all three heads, as Anguirus is subtly reminded here.



Anguirus™ has Sonic Roar, which blows right through buildings.





PRIMA'S DFFICIAL STRATEGY GUIDE



ロチチモメタモ, マロメナ.

Advanced Offense

Real domination in Godzīlīa: Destroy All Monsters—Melee comes from learning how to chain attacks together, hitting your opponent with a barrage of strikes rather than just a single blow (or, if you're on defense, using block to break up these strings.) While you aren't going to see traditional fighting game juggles or 10-hit combos, there are ways to keep the pressure on. Know how to use and defend against the five attack types: basic, finishing, aerial, rear, and get-up. Basic attacks are simple attacks, performed with a single button press (@, @, or ?). They can usually be executed in groups of three. For example: @combos. Some monsters have longer or shorter basic patterns. Mechagodzilla™ has only one kick, so his kicking combos have only two attacks, not three (@, @, or @, %), and because Ghidorah attacks with his three heads instead of just two arms, he can create

Finishing moves are more advanced and do more damage. Their name is misleading because they can be performed at any time, and they don't need to be preceded by anything. Plus, if you're hit while performing one, you're less likely to suffer knockback effects. However, they do take slightly longer to execute (about 0.5-1.5seconds), which gives your opponent time to block. To execute finishing moves, press one of the basic attack buttons along with a direction. Use combos like @,@,++@.

Aerial attacks are used more by flying monsters like Rodan™ and Mechagodzilla™, but the category also contains leaping attacks by non-flying combatants. For instance, if you press @ as Godzilla® reaches the apex of a jump, he performs a nice downward claw slash that hits even an enemy on the ground.

Rear attacks are very useful for the monsters who wield them. They let you quickly attack an enemy who is directly behind you. Monsters such as Destoroyah™, King Ghidorah™, and especially Anguirus^M benefit greatly from these moves.

Perform getup attacks by pressing ® or 🔊 when on the ground. They're a great way to turn the tables on an enemy after you've been knocked down. But be warnedthe Al loves these moves.

Tip: Al enemies execute a getup attack (typically a sweep) about 90 percent of the time after being knocked down. Either retreat, jump, or duck block, because if you don't, vou're virtually quaranteed to kiss the turf yourself.



Destoroyah™ uses his massive tail to thump anyone foolish enough to aet behind him.

anything it

drops.



Godzilla®'s ® kick is a good example of a basic attack.



Most finishers are strong physical attacks, but Megalon™'s Advancing Energy Arc is actually an energy projectile.

THE GOOD STUFF: POWER-UPS

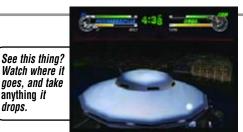
Power-Ups

Every once in a while, glowing power-ups fall from the silver UFO that hovers about the battlefield. Get them!

Tip: Memorize the points on the battlefield where the UFO drops power-ups, and always strive to grab them. even if you don't need them. There's no reason to leave them for your opponent to enjoy.



If you see this happen, get ready The yellow lightning bolt means energy, and lots of it. In addition to refilling your energy for some fireworks—somebody's bar completely, this power-up causes it to raaina. refill four times faster for a full 25 seconds



This multicolored power-up enrages your monster for 25 blissful seconds. Enraged monsters inflict 20 percent more damage and are more likely to knock an enemy down. Plus, they can use their Rage attack, which typically has a huge blast radius and stands a very good chance of slamming anything and everything in its path. Just don't get hit by a freeze tank—that'll bring you back down to Earth prematurely.

Health



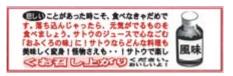
This power-up looks like a glowing green cross, and rewards its owner with 45 points of life (15%). Thus, it's critical to grab these, even if you take a hit or two on the wav.

Rage



(though only for beam weapons-energy lost to special moves such as flying still recharges at the slower, standard rate).

明日本



Of course, the various armed forces of the world aren't about to let you go trampling all of their cities into rubble without a fight. Military vehicles fall into three types: tanks, helicopters, freeze tanks (each unit also has an alien-constructed look alike that appears only on the alien mothership). Tank and helicopter shells



Tanks and choppers whittle away at your health—try to sic 'em on your opponent instead.

typically do two points of damage when they strike, regardless of attack height or a monster's resistance ratings. This may not seem like much, but it can add up in a hurry.

Freeze tanks are more subtle—they almost never damage you directly, but instead turn you into a frozen statue, helpless to defend against an enemy's attacks. Tap your attack buttons quickly to thaw faster.

Tip: The armed forces attack whichever monster has destroyed more of their city. If you find them unloading their artillery at you, try to throw your enemy into a big skyscraper (or a landmark those are worth more!), or make sure there's a building in the way when your opponent fires off an energy attack. This should convince the military to focus on perforating your opponent instead.

メモロロアメメ

This creature appears only randomly, and threatens all combatants equally. You're better off avoiding it. Hedorah is a flying creature that consumes and expels pollution. When it flies around the screen, it gives off a poisonous exhaust. When monsters breathe this exhaust, their energy recharge rates slow, a condition that seriously impacts the strategy of energyintensive monsters like Mechagodzilla™ and Destoroyah™. A few monsters, such as Anguirus, benefit from a more physical, less energy-focused fight. Like Mothra, Hedorah can be dispatched prematurely if you can hit him with a blast from your breath weapon.



Hedorah's a pain, but be glad we didn't get the full-grown, walking mountain of goop version.

HEDORAH, アメモ タボロロ

One of Godzilla®'s more mem orable foes, Hedorah has appeared only once: in 1971's Godzilla® vs. The Smoa Monster. It began as a vast number of tiny, tadpole-like creatures apparently made of pure, toxic sludge. These quickly combined into a succession of progressively larger forms, always appearing to be little more than a giant mass of sludge with eyes. The monster posed an unusual challenge for Godzilla®: it was practically immune to physical attacks, and nearly as resistant to his Atomic Breath, Eventually, human forces discovered the monster's only weakness, and helped Godzilla® vanguish the creature.

Atari



This symbol should look familiar to many gamers. You occasionally find this Atari symbol hidden in a building (only on the Medium or Hard difficulty setting). It's actually not a power-up, but an Easter Egg. Collecting it unlocks an item in the game's Gallery Mode.



Mothra can be very helpful. Send her away with a well-timed shot if she's helping your enemy instead.

Mothra Air Strike



Mothra isn't a playable character in Godzilla: **Destroy All Monsters—Melee**, but Toho's mystical insect still makes its presence felt. When a monster grabs the Mothra power-up. the big moth herself arrives on the scene and starts frying opposing monsters with lightning bolts from her antennae. Needless to say, this is guite helpful—the bolts inflict 10 points of damage per second, and Mothra can make up to six strafing runs over the 30 seconds the power-up lasts. The damage dealt can be more than 100 points. Mothra can be sent away early with a hit from her target's beam weapon, but it's not an easy shot to make. She also can't make the final, killing blow; that has to come from you, or if you're unlucky enough to be on the receiving end of her blasts, your

This is the rarest of power-ups, so if you see the purple moth outline, grab it as fast as you possibly can. It's like calling in a fuzzy flying cavalry.

МОТНКЯ

Since its introduction in Toho's appropriately titled film Mothra back in 1961. the giant moth has become one of the company's most beloved monsters. Mothra (who typically appears in both a larval, caterpillar-like form as well as an adult) has appeared in several Godzilla® films, and even starred in its own threefilm series in the late '90s. Mothra is one of only three Godzilla® foes who are generally regarded as female, the others being Biollante and the queen Megaguirus.



PRIMA'S OFFICIAL STRAFEGY GUIDE







Like Godzilla®, Anguirus™ is a bruiser. He's fairly quick, and he loves to run in close to his opponent and open up with his wide selection of edged lashes with his spiked tail, leaping blunt shell impales, and solidly damaging grapples. His shell gives him a built-in counterattack when he blocks, which he uses to great effect. Finally, because he runs on all fours, potentially devastating attacks zip right over his head.







Anguirus™ is all about getting his work done up close, at point-blank range.

*ら*ナアモメ*ロナみら*

Two words: armored shell. It blocks attacks from behind while he's standing, and overhead attacks when he's on all fours. Anguirus™'s forward block is a lesson in simplistic efficiency: he turns his back at the last moment, letting his opponent punch, kick, or possibly tackle his spiked carapace—ouch. While they're reeling in pain, he takes command. Even if an attack does connect, he's resistant to blunt damage. He's quick, and don't underestimate his ability to run on all fours and thus avoid high attacks (particularly breath weapons). His breath weapon is mildly damaging. but it interrupts well and has a cone-shaped area of effect that can hit an opponent through a building. Lastly, his rolling attacks cover ground quickly that surprise human opponents, if not the A.I.







Despite the lack of a long-range game, Anguirus™ is a formidable opponent.

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Anguirus™'s only breath weapon is Sonic Roar, which has a short range and seems to cause real damage only if he hasn't gargled lately. Thus, he's almost powerless from a distance. His shell reduces damage from beam weapons only when he's on all fours, and he has a slight vulnerability to edged attacks, especially on his soft underbelly. Also, although his tail is damaging, its reach doesn't compare to those of Godzilla® or King Ghidorah™.







Anguirus™ is more vulnerable when his stomach is exposed.

#XGU1XU5™

The spunky Anguirus™ (also called Angilas) was Godzilla's first nonhuman enemy. He faced off against the mighty one in the second Godzilla® movie, Godzilla's Counterattack. It was released in the U.S. in 1959, under the strangely nonsensical title Gigantis, the Fire Monster. It turned out. Gigantis™ was actually Godzilla®, whose name had been changed—it's a long story.

While Godzilla® had seemed to be a sort of tyrannosaur-like creature with muscular arms and stegosaurus-like dorsal plates, the rugged Anguirus™ was clearly inspired by four-legged, armored dinosaurs such as the ankylosaurus. He gave Godzilla® a good fight right up until the point Godzilla® fries him. Despite this rough first meeting, Anguirus™ would eventually become a sort of best friend and right-hand man to Godzilla®, playing Robin to his Batman in a number of future films, including **Destroy All Monsters** and Godzilla[®] vs. Gigan™.



All moves are listed as if Anguirus $^{\text{m}}$ is standing on the left, facing an opponent on the right. If your positions are switched, the directional commands must be reversed. Note that Anguirus $^{\text{m}}$ does not have a secondary breath attack.

Primary Breath Attack: Sonic Roar

Anguirus takes a deep breath and releases a roar that causes the air itself to vibrate with destructive energy. It's weak and short-ranged, but it causes Stagger at a very low charge, has a very wide, cone-shaped blast radius, and can effectively shoot through buildings (effectively demolishing them in the process).

Sonic Roar Damage Progression

Percent Charged (%)	Damage	Reaction Level	Range
0–10	2 + 5 per second	Stagger	80 meters
11–99	5 + 15 per second	Stagger	300 meters
100	25 + 25 per second	Knockdown	325 meters



Sonic Roar

Rage Attack: Energy Spikes

Anguirus leaps into the air, curls himself into a ball, and spins, unleashing a torrent of glowing spines that inflict 35 points of damage upon everything around him.

Edged	Blun	i







Energy Spikes

Basic Attacks

Move	Command	Damage Type	Damage Amount	Target Area/ Reaction Level	Description	
Jab	(while standing)	Blunt	5	Head/Light	A simple, single hit	
Kick	® (while standing)	Blunt	5	Body/Light	A quick kick with Ang's short little legs	9
Tail Whip	(while standing)	Edged	8	Body/Light	A quick, spinning lash	
4 Foot Punch	(while on all fours)	Blunt	5	Head/Light	Anguirus stands and punches	
4 Foot Bite	® (while on all fours)	Edged	10	Body/Light	Bites low, then stands	
4 Foot Tail	(while on all fours)	Edged	5	Overhead/Stagger	Tail slap that leaves Ang standing,	
					back to the enemy	

uctup A	llack					
Move	Command	Damage Type	Damage Amount	Target Area/ Reaction Level	Description	
Twirling Getup	® or ♀ (while prone)	Edged	15	Body/Knockdown	Spinning tail sweep	



Twirling Getup

Grabs and Throws

Move	Command	Damage Type	Damage	Amount Description
Grab	A + B	_	-	
Throw	(while holding opponent)	Blunt	20	Throws the enemy straight ahead
Keep Away Tail	® (while holding opponent)	Edged	25	Aerial tail flop that strikes with tail
Tail Smack	(while holding opponent)	Edged/Edged/Blunt	5/5/20	Bounces enemy on shell, then kicks him out of the park when they come down



Jumping	Attacks				
Move	Command	Damage Type	Damage Amount	Target Area/ Reaction Level	Description
Jumping Backflop	(while jumping)	Edged	25	Overhead/ SuperKnockdown	Crushes opponents, even on ground
Twist Kick	® (while jumping)	Blunt	15	Overhead/ Stagger	Acrobatic kick that lands with shell facing opponent
Tail Smash	(while jumping)	Edged	10	Overhead/ Stagger	Aerial somersault; strikes target on ground but leaves you wide open if you miss





Finishing Attacks

	Move	Command	Damage Type	Damage Amount	Target Area/	Description Jumping Backhop
					Reaction Level	The second secon
	Shoulder Check	(A),(A),(A)	Edged	15	Body/Stagger	A spiked shoulder to the body
	(combo finisher)					
	Horn Uppercut	→ +(A)	Edged	15	Uppercut/Knockdown	Impales target, sending him flying
	Front Flip	1 + A	Edged	25	Overhead/SuperKnockdown	Aerial tail strike that leaves you facing backward. Hits prone target.
	Forefoot Stomp	↓ + (A)	Blunt	10	Overhead/Stagger	Short-range kick that hits grounded target
	Horn Charge	→ +®	Edged	15	Body/Stagger	Good old running charge
ď	Double Kick	← +®	Blunt	20	Head/Knockdown	Short-range drop kick
4	Bite	↓ +®	Edged	10	Body/Light	Drops to all fours and chomp!
	Mule Kick	↑ +®	Blunt	20	Uppercut/Knockdown	Anguirus™ does handstand and kicks with both feet
	Thunderball	→ + ⊗	Edged	25	Body/Knockdown	Energy draining rolling attack with long range.
5						It can be steered by the player.
Í	Tail Reverse	+ + %	Edged	15	Body/Stagger	Anguirus™ turns to face backward, slashing with his tail
	Air Spin	1 + 3	Edged	20	Body/Stagger	Aerial tailsweep with two potential hits
	Tail Spin	↓ +⊗	Edged	10	Feet/Knockdown	Spinning low sweep



Thunderball





Rear Attacks

Move	Command	Damage Type	Damage Amount	Target Area/ Reaction Level	Description
Backflop	(A)	Edged	30	Body/Knockdown	Anguirus™ jumps back, impaling an enemy on his shell
Heel Kick	B	Blunt	15	Uppercut/Stagger	Anguirus™ kicks backward, remains reversed
Tail Swat	B	Edged	10	Overhead/Stagger	Tail slap. Hits opponent on ground. If done twice, Ang turns around.

All-Out Attacks

Anguirus™ is a very reactive fighter, meaning that he often interrupts his own attacks to block, and then resume the assault. This creates countless openings from which to launch, pause, and resume massive attack sequences such as the one below.

sequentes such as the one below.	
Chain	Commands
Horn Charge to 4 Foot Tail to Tail Smash to Tail Smash to Kick to Kick to Twist Kick to Backflop to Tail Smash to Roll to Twirling Getup to Jab to Jab to Thunderball to Tail Whip to Mule Kick to Heel Kick	→+®, \square (hold)+ \lozenge , \lozenge (while jumping), \circledcirc , (while jumping), \circledcirc , \circledcirc , \circledcirc (while jumping), pause, \leftarrow (with enemy behind you), \lozenge (while jumping), \bigcirc (toward opponent), \lozenge , \leftarrow , \leftarrow , \rightarrow + \lozenge , \lozenge , \uparrow + \multimap , \circledcirc (enemy behind you)

Anguirus™'s Resistances					
Attack/Damage Type	Sensitivity				
Blunt	Resistant				
Edged	Slightly Vulnerable				
nergy	Slightly Resistant				



• DESTROY ALL MONSTERS •

πξGALOX™

a long-range game either, so you won't have to worry about him lighting you up from far away. On the other hand, he's weak against blunt attacks, and most of yours are edged. Your kicks are blunt, so use them often.



You can't beat Megalon™ just by yelling at him, but these hints help.

His napalm breath weapon could be a problem, but attacks such Air Spin let you soar over it like a fat, spiky eagle. Run from his Burrow, and punish him when he emerges. Try fighting reversed, using moves such as Heel Kick to attack with little fear of missing a block.

GODZ1LL#8 90'5/2000

odzilla's® breath weapon is well worth avoiding, so stay close and interrupt him. Any time he picks something up, run up to him and bite his ankles; this is a good technique against almost any enemy. Press the attack up close, but never miss a chance to block



Anguirus™ runs under many monsters' breath weapons (unless they use manual aiming).

one of his attacks with your spikes. Godzilla[®] has wicked sweeps and overhead smashes, so stay on all fours when you can. Jumping attacks and tail strikes are useful against the big lizard. You also have a speed advantage, so be diligent in tracking down power-ups (this is always true with Anguirus[™]).

verybody's favorite fingerless cyber-bird is a quick, erratic opponent with tons of offensive moves, most of them edged. Luckily, as a super-defensive tank with legs, you're his opposite number. When he teleports, you don't even have to turn around—just flatten him with a Heel Kick or Tail Swat. His



Gigan™ is manageable if you can avoid his Laser Eye and use cover.

Laser Eye fires quickly, but he shoots over your head much of the time.

Dropping to all fours is good defense, but remember that your head is still exposed. Use your Tail Spin to keep him from crowding you, fight while facing backward for extra safety, and don't be afraid to blast him with your Sonic Roar from the other side of a building.

X1XG GH1DDRAH"

This matchup seems lopsided at first, but you have strengths over Ghidorah™. His reach is vast, but you're more swift and agile. Beat him back with flurries of close-up attacks, steal all his power-ups, and use cover to hide from his lightning. He's resistant to blunt attacks but your tail attacks are



Ghidorah™'s reach is longer than yours, so don't dawdle. Get in there and do some damage!

edged, so give him plenty of those to chew on. When he goes airborne, drop onto all fours to counter his jumping attacks. If he hovers, either wait him out or use a Front Flip to drag him back to earth.

RODAX™

nother flier! You own this matchup: Rodan ™s faster, but you're more durable. Clip the big, bald canary's wings A.S.A.P. by catching him in a charged-up Sonic Roar. If you don't, he'll roast you from afar with his breath weapon. If he's too far for the roar, remember that the tall, red smokestacks in Osaka make wide projectiles. If he's close, you can even Twist Kick him. Once he's down, he's in trouble. He hates edged attacks, and while he has fast jabs, if you can interrupt them, he'll be wide open for a bone-breaking throw.



If you play a solid, defensive match, you should have little trouble with Rodan™.

• DESTROY ALL MONSTERS •



D₹*STOROYAH*™

This can be a tough one.

Destoroyah™ has too many midrange attacks to not be dangerous. You especially want to avoid his Horn Katana, an energy attack that your shell can't stop. Stay on all fours—he'll shoot over your head, and it'll help you exploit your big advantage:



Destoroyah™ is tough to beat up close—luckily, someone left a bunch of train cars here. . .

his lack of speed. Deny him power-ups above all else, and chisel his health down with Sonic Roars from behind cover. When his energy gets low, the Horn Katana is a nonfactor, so charge in with a Thunderball and unload Air Spin, Tail Spin, and anything else you have on his ugly mug. When his energy recharges, get out (or throw him) and start over.

*丌*ぼこみみらひひ*21LLみ*™

This is one of your toughest battles, because this guy has about a zillion ways to shoot you, and edged attacks barely touch him. Your first priority is to get close enough to hit him, a challenge all by itself. Don't expect to be able to run under the purple Rocket Fingers, and watch for his Uppercut and Jet Sweep, which push you away. Try rear attacks



Mechagodzilla™ is brutal. However, he softens up if you sock him with a pyramid now and then.

and kicks, and always throw Mechagodzilla[™] into the towers if on the mothership—you need for that first wall to come down quickly. You may even want to use Sonic Roar on the towers to destroy them. Once the battlefield expands, use the buildings. They provide cover that you can shoot through, and ammunition for a long range game (if you want to go that way). You can also use them to hem the slower Mechagodzilla[™] in—if you trap him in a narrow area, you can pile on the damage very quickly, so long as you avoid catching a counter on your chin.

TECHA XING **GHIDDRAH™**

e's strong against edged attacks, so use kicks. You don't use energy attacks much, so his rejuvenating energy shield won't help him against you. Unfortunately, that leaves him with more energy for lightning.



You can't play a distance game with this guy—his lightning will torch you.

Use cover to avoid it at all costs. Grapples and the Tail Spin can keep him at a distance if you don't want fisticuffs, and big, edged attacks such as Front Flip and Jumping Backflop still ding him. As always, if his energy is low, run close and get physical—your shell was built for it.

DRGA™

rga™ likes the same up-close style as you, so this could be a tough match. Speed is on your side though, and his strong resistance to blunt attacks means little to you. His paws have quite a reach, so don't think you're safe just because you're at midrange.



Orga™'s a short-range fighter like you, but he's slower. Use that against him.

The key is your speed. Run all about the battlefield, grabbing power-ups and chucking objects at Orga's head. His beam weapon has a greater range than yours, but it has a very small firing arc. Run around it for a quick grab or other attack. Up close, watch out for the Paralyzing Goo, use your tail attacks (especially sweeps), and always interrupt Orga™'s strikes with a shell block. Orga™ is also a great opponent to target with Sonic Roar when there's a building in the way and he can't reach you.

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ANGUIRUS™

Thow does one giant, armored turtle beat another giant armored turtle? As with most mirror matches, it's crucial to know your full set of moves, mix up your attacks, and strive to identify patterns in the enemy's offense. Your shell block works against yourself, so use it, and be ready for him to use it on you, but remember that you can grab right through it. Slice into that soft belly with an edged attack any time you get the chance. You're quick, so running and throwing buildings is always an option, especially if your target has fewer objects around to throw at you.



Oddly enough, you match up well against Anguirus™.

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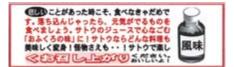


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*F15みナ1み*5 タナソレモ: アメメロモロ

From mid-range, Destoroyah[™] is an absolute wrecking machine. He has not one, not two, but three powerful energy attacks that







Destoroyah™ has more mid-range attacks than any other monster, and he doesn't hesitate to use them.

are more than enough to leave any opponent gasping for air. If he scores an energy power-up, it's curtains. Moreover, his melee attacks are almost exclusively designed to place his opponents in his ideal target range. Besides doing heavy damage they tend to leave enemies perfectly positioned for energy-based follow-up carnage.

STRENGTHS

DestoroyahTM's biggest strength is his mid-range arsenal, which really is staggering in its effectiveness. His Micro Oxygen Spray deals brutal damage with even a small charge and is easily one of the game's most damaging breath weapons. Complimenting this is his Oxygen Absorber, which explodes like a bomb when it nears its target, producing a nearly unavoidable knockdown. Then there's his Horn Katana—a giant light saber. Since energy attacks cannot be fully blocked, Destoroyah™ often moves right through an opponent's defenses. His Rage attack is also unavoidable (except for Megalon™, who can burrow away), and his physical attacks strike with tremendous power; even his throws inflict above-average damage.







Destoroyah $^{\text{TM}}$ is big, strong, and very well armed.

Hey, even Goliath had a weakness, right? Destoroyah™'s is his speed, or lack thereof. He has poor ground speed, and his melee attacks are bone-breakingly strong but come out slowly, leaving quick opponents plenty of opportunity to avoid them. Moreover, while he's simply devastating from mid-range, none of his energy attacks are effective at long range, so if you can get away from him and stay there, he can't hurt you much. He's slightly vulnerable to edged damage, and very reliant upon energy—if he runs out, so does his attack power. Thus, Hedorah™'s appearance can be very debilitating—if he arrives, he becomes your primary target.







It takes a long time to move this much muscle around.

ロモタナロスロソスス

The title villain in 1995's Godzilla® vs. Destoroyah™ was a lumbering leviathan who was originally created as a side-effect of the events of the very first Godzilla® movie, some 41 years earlier. In Godzilla® vs. Destoroyah™, Godzilla® was finally overcome using the Oxygen Destroyer, a bomb-like device that removed every trace of oxygen in the water where Godzilla® slept, literally melting the giant monster's flesh from his bones. (Incidentally, it was never used again because the scientist who invented it was the only one who knew how to construct it, and he died while planting it on Godzilla $^{\mathbb{R}}$).

However, the conditions that Oxygen Destroyer created resulted in the revival and mutation of a species of tiny, prehistoric, marine crustaceans. They multiplied at an alarming rate, and began to aggregate, combining themselves like living building blocks into larger forms. The ultimate result of this was Destoroyah™, a 400 foot-tall, heavily armored beast that looked as much like a demon as it did any crab in the sea. Only the combined might of a ragingly radioactive Godzilla® and the Japanese military kept the monster from turning the entire city of Tokyo into a smoldering, oxygen-free ruin.



All moves are listed as if Destoroyah™ is standing on the left, facing an opponent on the right. If your positions are switched, the directional commands must be reversed.

Primary Breath Attack: Micro Oxygen Spray

This attack is a purple stream of concentrated oxygen that strikes, ignites, pulls the opponent closer (unless at the very edge of its range), and strikes again. It does not knock the opponent down, but this works to his advantage—he wants the foe to remain within range. The energy is released in pulses, so a higher charge just adds additional pulses. On the plus side, it does strong damage at low charge, and can knock fliers out of the air with a single pulse.

Micro Oxygen Spray Damage Progression

Percent Charged (%)	Damage	Reaction Level	Range
15-30	10	Stagger	450 meters
31-60	10 x 2	Stagger	450 meters
61–90	10 x 3	Stagger	450 meters
90–100	10 x 4	Stagger	450 meters



Micro Oxygen Spray

Secondary Breath Attack: Oxygen Absorber

This slow moving ball of lavender light explodes when it nears an opponent, sucking the oxygen from the air and knocking your foe flat. It is impossible to block, and actually attracts the enemy like a magnet. Several of them can be fired at once, cutting off a target's escape route and herding him like a lamb to slaughter.

Oxygen Absorber Damage

Energy Required	Damage	Reaction Level
40%	20	Knockdown





Oxygen Absorber

Rage Attack: Oxygen Depletion

Destoroyah™ fires a purple comet straight up into the air. Seconds later, the comet plummets to Earth, striking its target with meteoric force. It causes a pounding 45 points of damage. It cannot be blocked and is difficult to dodge, even by using Megalon™'s Burrow.







Oxygen Depletion

Basic Attacks

Move	Command	Damage Type	Damage Amount	Target Area/Reaction Level	Description
Jab	A	Edged	5	Head/Light	A quick (for you), short-range punch
Kick	B	Edged	10	Body/Light	A short-range kick
Horn Katana	8	Energy	15	Head/Light	Sweeping energy strike is Destoroyah™'s signature weapon; uses 10% energy
Wing Punch	(while advancing)	Blunt	10	Body/Light	Running wing smack
Ducking Wing Strike	(while crouching)	Edged	5	Body/Light	Quick, often unexpected wing attack



Getup Attack

Move	Command	Damage Type	Damage Amount	Target Area/Reaction Level	Description
Flying Tail Uppercut	® or 📎 (while prone)	Edged	15	Body/Knockdown	Destoroyah™ jumps to his feet, slashing at his opponent's direction

Grabs and Throws

Move	Command	Damage Type	Damage Amount	Description
Grab	A+B		-	
Throw	(while holding enemy)	Blunt	20	Throws the enemy straight ahead
Oxygen Depletion	® (while holding enemy)	Energy	35	Throws enemy straight up and hits him with Oxygen Depletion; takes 40% energy
Tail Impale	(while holding enemy)	Edged	25	Grabs enemy with tail and launches him to the rear

• MONSTER MOVES •



Jumping Attacks							
Move	Command	Damage Type	Damage Amount	Target Area/ Reaction Level	Description		
Jump Punch	(while jumping)	Blunt	15	Overhead/Knockdown	Also hits opponents lying on ground		
Jump Kick	® (while jumping)	Edged	15	Uppercut/Knockdown	Destoroyah™ punts an enemy's head		
Jumping Tail Uppercut	(while jumping)	Edged	20	Uppercut/Knockdown	Destoroyah™ sends opponents flying with a rising sweep of his tail		

Finishing	Attacks
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	Move	Command	Damage Type	Damage Amount	Target Area/Reaction Level	Description
	Horn Stab (combo finisher)	(A),(A)	Edged	15	Body/Stagger	Destoroyah™ lowers his one-horned head and lunges forward
	Dual Wing Rake	→ +®	Blunt	10	Body/Knockdown	Destoroyah™ bludgeons enemy with both wings
	Heavy Hammerfist	+ + (A)	Blunt	25	Overhead/Knockdown	Slow, overhead bash; hits prone target
Ē	Uppercut	↓ +®	Blunt	20	Uppercut/Knockdown	Fist and wing combine to send opponent flying
ä	Rising Knee	→ +®	Edged	15	Uppercut/Stagger	Quick, leaping attack
ě	Stomp	↓ +®	Blunt	10	Feet/Stagger	Foot smash into downed opponent
Ę	Double Foot Swoop	↑ +®	Edged	25	Head/Knockdown	Fluttering, heavy kick with both feet
Ų	Horn Katana Charge	→ +⟨x⟩	Energy	25	Body/Knockdown	Devastating, stabbing charge; requires 25% energy
(Tail Reverse	(+ + %)	Edged	15	Body/Knockdown	Scorpion-like strike, leaves Destoroyah™ turned around
	Horn Sweep	4 +⊗	Energy	25	Feet/Knockdown	Awesome low swipe with Horn Katana; uses only 10% energy and can't be fully blocked
	Sky to Ground Katana	* + *	Energy	25	Overhead/Knockdown	Horn Katana sweeps downward, hitting all ranges; 30% energy well spent; unblockable



Dual Wing Rake



Heavy Hammerfist



Rising Knee



Sky to Ground Katana

Rear Attacks

Move	Command	Damage Type	Damage Amount	Target Area/Reaction Level Description
Tail Destroyer	(with back to enemy)	Edged	20	Body/Knockdown Savage strike with horned tail

All-Out Attacks

Destoroyah™'s tactics always revolve around getting within range of his opponent and breaking out his energy weapons, particularly his Horn Katana. His attacks chains are short and tend to result in knockdowns. They are, however, brutally damaging. Here are a few simple sequences for you to try.

Chain	Commands
Jab, Uppercut, Micro Oxygen Spray (small charge)	♠, ♣ ♣ ♠, ☑ (hold briefly)
Wing Punch, Wing Punch, Horn Katana Charge	
Oxygen Absorber, Sky to Ground Katana	(tap) , ↑ + (x)
Double Foot Swoop, Micro Oxygen Spray	↑ + ®, Z (medium charge)
Sky to Ground Katana x 3 (non–energy resistant opponent backed up against wall)	+ + \(\infty \), + + \(\infty \),

Destoroyah™'s Resistances

Attack/Damage Type	Sensitivity
Blunt	Normal
Edged	Slightly Vulnerable
Energy	Normal



DESTROY ALL MONSTERS •

ANGUIRUS™

Anguirus™ has very little longrange ability, so he has to come almost to within your striking range to attack. Then he's yours. This living pincushion takes only half damage from energy weapons while on all fours, but still takes full



Anguirus™ likely will stay low for this match.

damage while blocking. Thus, if he's upright, you can let him have it whether he's blocking or not, but if he's crouched (as he will be if he's smart), you won't hurt him as badly. Dual Wing Rakes work well, as do Uppercuts and Ducking Wing Strikes. Remember your Oxygen Absorber, which shuts down any running charges, and don't hesitate to use your Horn Sweep—it's a bargain at 10 percent energy and it can't be blocked. Don't forget your throws either— they'll make him think twice about getting too close to you.

Ting Ghidorah™ is slower than you are, but he may think he can beat you from the air. Use the same tactics you used against Rodan™ to prove him wrong. On the ground, you can slice him to ribbons with your Horn Katana. He has a tail grab, so don't think for a moment



If King Ghidorah™ keeps his distance, drag him closer.

that his rear is a safe attack angle. He resists blunt damage, so use edged and energy attacks whenever possible. Beat him to the power-ups, and if he tries to play a long-range game, get as close as you can and fire off Oxygen Absorber to bring him in closer.

RDDAX™

The atomic chicken is going to have a tough time against you, because your Micro Oxygen Spray can knock him out of the sky with a single puff. If that misses, Oxygen Absorber is surefire, and if he's too far away, give him a house. After that, you can lacerate him with your Horn Katana, or even with nor-



Rodan™ is much faster than you, but you don't have to land many attacks to ground him.

mal attacks. He might get in a slash or a flying burst of his Uranium Heat Beam thanks to his speed, but you can take so much more punishment than him, it's not really important. If he interrupts you too often, try Rising Knee or Ducking Wing Strike, both of which are fairly quick. If he's trying to hit you with a beam attack while on the ground, use a Horn Katana Charge to go right through it.

™KGALDY™

at long range, so he has to get close. He can also Burrow to avoid both Oxygen Absorber and Oxygen Depletion (your Rage attack), so this battle isn't as easy as it might seem. Your Micro Oxygen Spray reaches a bit farther than his Lightning, so use it



Megalon™'s Burrow attack is tough to avoid, but above ground, you should be able to handle him.

when you can. Your big task will be avoiding his Burrow attack. You can outrun it—barely. Aim for open areas, and try to run along the streets rather than through things. When he surfaces, make him wish he'd never been born. He hates blunt attacks, so complement your normal energy attacks with Uppercut, kicks, and Dual Wing Rakes to squish him into goo.

G1GAX™

igan™ is very fast and very difficult to defend against. However, you may be able to keep him from ever getting close enough to lay a sharp, pointy hand on you. Poke him away with a Charging Horn Katana, and keep him there with Oxygen Absorber and Micro Oxygen Spray. If he teleports in, Tail Destroyer or a grab will put him in his place. If you do get a block in, follow up with a grab and throw. This isn't an easy battle for you if he goes long range, so when this happens, close the gap by hemming him in with Oxygen Absorbers, then get close again.



Your Horn Katana is more important than ever in defeating Gigan™.

When looking for melee attacks, you get a smidgen more mileage out of blunt attacks, and good speed out of tail attacks. Finally, always remember that you've got a wide variety of Horn Katana moves—use them to surprise him.

• DESTROY ALL MONSTERS •



GDD*Z1LLA®* '*905*/2000

odzilla[®] has a very good longrange game, so use Oxygen Absorbers and good positioning to get closer. Once you get close, you can torch him pretty seriously before he gets away. His Atomic Fireball is a bother, but not a huge problem. Just keep coming at



You and Godzilla[®] share many of your melee attacks. This Uppercut, for instance.

him, or counter it with Oxygen Absorber. If you're close enough to interrupt his Atomic Breath with Micro Oxygen Spray, do so. He may try to come in close and duke it out (especially Godzilla[®] 2000). If this happens, block, and rely upon your Horn Katana, Oxygen Absorber, and grapples to retain your dominance. Watch for his grab and tail strikes, all of which are fast. This is another opponent whose pressure can be slowed by your quick-to-execute tail lashes.

オスマロロ21LLA™

This one's a bit difficult—you're both gunners, but he's got more toys. His Plasma Cannon is very like your Micro Oxygen Breath, and his Rocket Fingers give him a very long range. Focus very carefully on maintaining the proper distance. Zap him with quick shots of Micro Oxygen Spray, and



Against Mechagodzilla™, you might be better off getting close and pounding him flat by hand.

rein him in with Oxygen Absorber (a nice overhead attack makes a good follow up, too). You can actually fight MG melee-style fairly effectively as long as you're watchful of his Plasma Cannon, which he uses almost exactly the same way as your Horn Katana. He doesn't flinch when hit by edged attacks, so stick to blunt stuff that'll leave a dent. Wing Punches make good starters, and both Charging Katana and Sky to Ground Katana finish well. Run to power-ups, don't be afraid to hide in cover to recharge, and if you're in the mothership, destroy the towers quickly to make the area bigger and minimize the alien military's effectiveness.

ボススロロは、 「ススコロはない」

ou have a serious handicap in this battle—MKG's shield eats energy attacks, converting them to health. However, if he fails to use it, you'll blow him apart. Unload a few energy attacks into him right at the start. He'll be at full health and unable to go any higher, even if he gets his shield up. After that,



Mecha King Ghidorah™'s energy shield can cause you serious troubles, but only if he uses it.

it's an energy management game. He has to split his energy between his shield and his Lightning, so watch for when he's low, and blast him with whatever you have.

On the melee side, you have plenty of choices. Focus on blunt attacks such as Uppercut and Dual Wing Rake, and don't be afraid to use heavy, slow-to-execute moves such as Heavy Hammerfist. He's slow enough that you've got time. One thing to watch for are his Tasers, which steal your energy—bad news. Luckily, they require ammo, so if he's out, there's no worry. If he's jabbing you to death, counter with tail strikes and Oxygen Absorber—even if he blocks it with his shield, he can't move while it's up, so you can prepare a brutal follow-up attack. Also, his shield doesn't work when he's flying or prone, so light him up with energy attacks in those situations.

DR G*A*™

This is actually a comparatively easy battle. Orga™ has to get close to you, and you have about a million ways to keep him away. Rely upon your standbys: Horn Katana (all flavors), both breath weapons, and melee strikes that are quick and heavy, and he won't have a



Orga™ cannot damage you if he can't get close enough.

chance. It can get interesting if he decides to fight at range, but you can dodge thrown items, and his breath weapon only does real damage if he charges it up. If he does charge it, close the distance while he stands there, and finish him with much, much more damage than he's inflicted with his little ray.



D**₹***5T*0*R*0*YAX*™

Pere's a destructive match (no pun intended). Like most mirror matches, this one is all about managing your energy-based attacks and using your full complement of melee moves (including your throws) to keep your opponent guessing. Remember that you're slightly weak against edged attacks, and that follow-up attacks on a downed enemy can make the difference. If you haven't yet discovered it, a sequence started with your Oxygen Absorber and followed by Micro Oxygen Spray and a volley of thrown items is absolutely brutal, especially against a slow-moving target such as yourself.



When these two brutes meet, things are going to get broken.



PRIMA'SOFFICIAL STRATEGY GUIDE





N G Unlock Gigan™ by playing through Adventure mode with AnguirusTM . Playing through Adventure mode with Gigan™ unlocks Rodan™ and the Los Angeles 3 (LAX) battle arena.

eyes upon him, and it's confirmed the moment the battle begins and he turns into a whirling dervish, all spinning blades and laser strikes: this space chicken is crazy. An intensely offensiveminded opponent, Gigan[™] presses the attack with inhuman urgency, and takes great pleasure in mowing down anything and everything he encounters along the way. Gigan™, a true berserker, often shies away from such trivialities as strategy or defense, preferring to just teleport close to his opponent and shred him with a dizzying flurry of chops, slashes, and gashes from

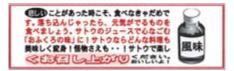
ソロロ'Vモ モレモス 5モモス!

his sharp, ice pick-like arms. He boasts a high number of multi-hit attacks, which makes him a good choice for fans of traditional fighting games. As reckless as he is, Gigan[™] is always quite aware of the destruction he's causing, or the injuries he's inflicting upon his enemy. The thing is, he's delighted by it—that was his goal all along.

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F15みT1み5 5TYLモ: B〒R5〒RX〒R(川〒L〒೯)

Gigan[™] is a masterful melee fighter, capable of using his quickness and his piercing, slicing, dicing arms to savagely cut an opponent down to

teleport as well, so closing in is rarely a problem.



size (literally) in seconds flat. If you're within range of his melee attacks, he'll dissect you. His bladed arms restrict his grappling options, but his spinning, twirling, fierce attacks more than make up for it. He can





Gigan™ loves to get up close to his enemies and shred them with his claw arms, like some kind of giant weed whacker.

STRENGTHS

Gigan™ is the fastest monster in the game (except for an airborne Rodan™), and complements his speed with a wicked. blitzkrieg-style offense that gives the enemy very little time to breathe. Many of his attacks move him forward. and he has a quick running speed, so his melee range is the best of any combatant. His sword-like arms have good reach and give him a wide range of powerful edged attacks, his teleportation ability enables him to close quickly, and his Laser Eye is the quickest-draw beam weapon in the entire game, making it a wonderful interrupter (especially if an enemy is thinking of bashing him in the head with something heavy).







Gigan™ is fast, sharp, and unpredictable.

Being an offensive machine, Gigan™ has a proportionally weak defense, especially against blunt attacks. Plus, while his blade arms and buzz-saw belly deal great edged damage, when fighting a monster who is resistant to edged attacks (namely, either of the Mecha monsters), he'd inflict nearly as much damage by dousing them with water and waiting for them to rust. They also make it tough to grapple—as it turns out, those opposable thumbs would have been worth the extra money.







Gigan™'s edged claws may be Rodan™'s nightmare, but they leave him with few blunt attacks.

Gigan™ arrived on the daikaiju scene as the title villain in 1972's Earth Destruction Directive: Godzilla® Against Gigan™ (it would appear five vears later in the U.S., as Godzilla[®] on Monster Island. and later on video, retitled Godzilla® vs. Gigan™). In the movie, an evil alien race of intelligent, human-sized cockroaches from the Nebula M Spacehunter unleash Gigan™ and King Ghidorah™ in an attempt to conquer Earth. They might have succeeded too, were it not for the intervention of Godzilla®, Anguirus™, and a pair of helpful humans.

Gigan™ may actually be the strangest monster in the Toho roster. It's impossible to guess what type of animal he was originally, as he possesses taloned feet and the beak of a bird, membranous dorsal sails that look like fins, and a body covered in metallic scales. On top of this, he appears to be largely mechanical, with huge, pointed blades for arms, a buzz-saw running down his midsection, and a single, glowing red eye!



All moves are listed as if Gigan[™] is standing on the left, facing an opponent on the right. If your positions are switched, the directional commands must be reversed.

Primary Beam Attack: Laser Eye

Gigan™'s back spines glow red, and a single red laser beam erupts from his eye, striking with great speed and surgical precision. It's not as damaging as some of the other monsters' ranged weapons, but it comes out extremely quickly, making Gigan™ the undisputed master of quick-draw firing.

Laser Eye Damage Progression

Percent Charged	Damage	Reaction Level	Range
0-50	2 + 5 per second	Light	550 meters
51-99	10 + 10 per second	Stagger	550 meters
100	30 + 15 per second	Knockdown	550 meters



Laser Eye

Secondary Beam Attack: Shotgun Burst

Gigan™ leans forward and emits a short-range laser blast of immense power from his eye. It's nearly useless in the open, but can do serious damage to an enemy pinned against a wall or other obstacle.

Shotgun Burst Damage

Energy required	Damage	Reaction Level
40%	4-30	Stagger



The Shotgun Burst isn't much to look at, but it produces some formidable fireworks when it connects.

Rage Attack: Whirlwind Assault

Gigan[™] holds both blade arms straight out and starts spinning like a top, mowing down any enemy he touches. Unlike most monsters, who are stationary and uncontrollable during their Rage attacks, Gigan[™] can be steered freely around the screen the entire time, enabling your to pursue a fleeing target. He is also invulnerable during the attack, which inflicts 10–60 points of damage.

Whirlwind Assault



Basic Attacks

	Move	Command	Damage Type/Total	Target Area/Reaction Level	Description
ì	Jab	A	Blunt/5	Head/Light	A quick strike with the back of a claw
ļ	Kick 1	B	Edged/5	Body/Light	A swift roundhouse kick
7	Kick 2	® (after Kick 1)	Edged/5	Body/Stagger	A straight-ahead kick
	Spin Punch	8	Edged/5	Head/Light	Spinning strike with one claw
į	Punch	(while advancing)	Edged/10	Head/Stagger	Huge, leaping, forward strike
	Duck Jab	(while crouching)	Edged/5	Body/Light	A small, swift low attack



Spin Punch

Getup Attack

Move	Command	Damage Type/Total	Target Area/Reaction Level	Description
Rising Bladestorm	■ or ¬ (while prone)	Edged/10/10	Body/Knockdown/Knockdown	Spinning, two-hit attack

Grabs and Throws

Move	Command	Damage Type/Total	Description
Grab	A + B	Blunt/4	Gigan™'s is the only grab that inflicts damage
Throw	(while holding enemy)	Blunt/10	Weak straight-ahead toss
Buzzsaw Spin	® (while holding enemy)	Edged/15	Gigan™ lays enemy upon his belly and slices with his stomach saw
Slugger Smash	(while holding enemy)	Blunt/15	Gigan™ tosses enemy up and smacks him with both claws



Buzzsaw Spin



• MONSTER MOVES •

 Jumping Attacks 							
Move	Command	Damage Type/Total	Target Area/Reaction Level	Description			
Jump Punch	(while jumping)	Edged/15	Overhead/Knockdown	Heavy strike that also hits opponents lying on ground			
Jump Kick	® (while jumping)	Blunt/20	Overhead/Knockdown	Leaping kick with one horned foot			
Swoop Attack	(while jumping)	Edged/15	Overhead/Knockdown	Airborne attack with stomach saw			

Finishing Attacks

		D T (T.1.1	T	Barrella III
Move	Command	Damage Type/Total	Target Area/Reaction Level	Description
Buzzsaw (combo finisher)	(A,A,A)	Edged/3-24	Body/Light	Easy to execute finisher with multiple hits
Hammerclaw	→ +(A)	Edged/10	Overhead/Stagger	Claw smash that hits prone enemy as well
Hook Sweep	+ + (A)	Edged/15	Feet/Knockdown	Gigan™ ducks and pulls back, then slides forward, tripping his opponent
Claw Uppercut	↓ + (A)	Edged/18	Uppercut/Knockdown	Forward-stepping chin launcher
Overhand	1 +A	Edged/20	Overhead/Knockdown	Forward-leaping claw smash—hits prone target
Headbutt	→ +®	Edged/15	Body/Stagger	Gigan™ charges forward with horned head down
Double Kick	← +®	Blunt/20	Body/Knockdown	Forward drop kick with both feet
Stomp	↓ +®	Blunt/10	Feet/Stagger	Close-up strike at prone enemy
Lunging Double Kick	1 +B	Edged/5/15	Head/Light/Knockdown	Flying, aerial kick with two hits
Twirling Power Blades	→ + ⊗	Edged/3/3/3/3/3/8	Head/Light/Light/Light/ Stagger/Knockdown	Spinning attack with six possible hits
Slugger	+ + %	Blunt/25	Body/Super Knockdown	Two-armed, swinging swat with the flat of the blade
Spike Roll	4 +⊗	Edged/15	Feet/Knockdown	Rolling charge that slides under most interrupts
Double Downward Strike	1 + 3	Edged/15	Overhead /Knockdown	Leaping flip which also hits prone opponent



GIGAN^{TA}

Twirling Power Blades



Slugger



Double Downward Strike

Rear Attacks

Move	Command	Damage Type/Total	Target Area/Reaction Level	Description
Backhand	(with enemy behind you)	Edged/10	Body/Stagger	Simple slap to the rear

Miscellaneous Moves

The second	Move	Command	Damage Type/Total	Target Area/ Reaction Level	Description
	Teleport	L+R	-	-	Gigan™ leaps into the air and vanishes, reappearing directly behind an enemy.
	Teleport Assault	Automatic in Rage mode	Edged/10/10	Head/Knockdown	Gigan™ performs spinning blade chop upon reappearing—two potential hits



Teleport

All-Out Attacks

Gigan™ has several multi-hit attacks that should appeal to players looking for a more traditional-feeling fighter (his speed helps this sensation along). Here are a few quick combinations that'll get you thinking like a giant, psycho, cyborg canary.

Chain	Commands
Spin Punch, Spin Punch, Twirling Power Blades	$(x), (x), \Rightarrow + (x)$
Kick, Spin Punch, Double Downward Strike	B, \(\dag{\chi}\), \(\dag{\chi}\)
Slugger, Laser Eye (full charge)	←+⟨x⟩, ℤ(hold)

Gigan™'s Resistances

Attack/Damage Type	Sensitivity
Blunt	Slightly Vulnerable
Edged	Normal
Energy	Normal

Edged

(LHM



• DESTROY ALL MONSTERS •

RDDAX™

Jou'd think a fellow bird-type would understand your position, but no. Actually, formidable as a well-played Rodan™ is, you have an almost comically powerful advantage in this fight. He's hypersensitive to edged damage, and your arms are giant steak knives—get the picture?



Rodan™ hates edged damage, and that's almost all you have. Any questions?

Just knock him out of the sky with a rock, building, or your Laser Eye at 50% charge or better, teleport over, and carve the Cretaceous chicken into nuggets. If he manages to keep his distance or if his breath beam becomes a problem, just wait, use cover, and teleport over when he lands to recharge his energy. Then do the nugget thing.

GDD**Z1LL**A® 90'9/2000

odzilla[®] loves to run in close and fight a close-range, melee fight, so let him. Your @ attacks are very fast, and your @ strikes tear him up nicely. Avoid teleporting, as his tail will flatten you. Godzilla[®] is durable, so keep at him. Use your Shotgun Burst if



Gigan™ is slightly faster than Godzilla®, and can actually cut him up fairly well, so long as he avoids Godzilla®'s tail.

you can, but watch his sweeping getup attack and his Atomic Fireball, both of which can make you look foolish. If he decides he wants to play a long-range game, use your quick-firing eyebeam to defuse his breath and shoot projectiles out of his paws.

丌てGALOX™

egalon[™]'s Burrow attack is a very small concern for a monster with your speed—just run, and tear into him when he surfaces. Megalon[™] is incredibly vulnerable to blunt attacks, so avoid using the few blunt attacks that you have (especially your grab or your basic jab)—



You're so fast on your feet that Megalon™'s Burrow attack should never catch you.

they'll actually push him clear out of melee range. Kicks and spinning punches work well, and Slugger and Spike Roll should keep him guessing. Above all, watch out for his Napalm breath weapon, which is devastating to an inyour-face fighter such as you. You can also fight Megalon™ effectively from long range, as his beam weapon has a much shorter reach than yours.

*X1X*G *GX1DDRXX*M

The golden dragon is resistant to blunt strikes, but you hardly have any, so it's no problem at all for you. Just don't start chains with (a), and you'll be fine. Get in close, because he's got an advantage over you at long range. Close up, your speed and



Don't start chains with ⊚ jabs against King Ghidorah™—they're blunt, and he'll attack right through them.

his bulky sluggishness should make it easy to use multi-hit attacks such as Twirling Power Blades and Shotgun Burst. Hit him when he hits the ground, but be careful of his long-reaching rising sweep.

AXGUIRUS™

The Big A is most defensively designed monster in the game, so it makes perfect sense that he'd give the super-aggressive Gigan™ fits. He's just very difficult to hit. First of all, don't teleport—he wants you to be behind him, so he can bash you with that spiny shell. Use your speed here, keeping your distance and pounding the angry armadillo with one thrown object after another. If you use your eye beam as well, you must aim it with ⊚ anytime he's on all fours. When it does get in close, be aware of his shell block, which renders you defenseless. Throw him if he tries it. If you feel daring, just lay into him, counting upon your speed to keep you out of trouble



Anguirus™'s tough defense makes him a frustrating opponent.

you feel daring, just lay into him, counting upon your speed to keep you out of trouble. However, a savvy Anguirus™ will quickly adopt a defensive stance and leave you holding your bladed limbs in pain. Be patient, and if he makes a mistake and exposes his belly, make him pay with a succession of quick slashes.

• DESTROY ALL MONSTERS •



D*\\\ 5T\\\ D\\\ D\\ A*™

his colossal critter is actually a pretty easy victim if you don't lose your head. If you teleport, be ready to block his Tail Destroyer, then unload some big chains into him, because he'll be too slow to block much of anything. When he's down, keep him there, but be wary of his



Your Rage attack actually resembles a souped-up version of Destoroyah™'s Horn Katana.

getup attacks. The secret key to this match is your eyebeam, which is fantastic at disrupting Destoroyah's[™] wide arsenal of energy attacks. Once he's depleted his energy, use your speed to keep him from getting any power-ups, and beware his Horn Katana, which is quite devastating. If it's too much for you, revert to the old, "run away and throw stuff" strategy, and teleport in every so often to carve him up.

オママンス メンタス

his match, on the other hand, is a real pain. The big problem is that he's resistant to edged attacks, which are your bread and butter. He's slow, so you can still chip away at him (remember: your jabs are blunt), but you won't knock him down unless



Mecha King Ghidorah™ is resistant to edged attacks, which greatly restricts your arsenal.

you make a conscious effort to finish with blunt attacks such as Double Kick and Slugger. Watch out for his long reach and rear Tail Strike, as well. Your beam weapons are useful, but don't fall in love with them-if he gets his shield up, they'll heal him. The exception to this is when you hide behind buildings until his energy is drained, then hit him with a fully charged Laser Eye. He'll very rarely get his shield up. In fact, using cover to get the drop on him with either physical or energy attacks is crucial to beating MKG.

ℼ℄ℂℋ℞ℂΩΩℤ⅂℄℄℞™

his match plays out almost exactly like the last one. Edged attacks are out, and blunt attacks, especially finishers, are in. Use your Laser Eye any time you see him charging an energy attack. One thing MG lacks is a strong melee game—he's too slow. So you'll have



Mechagodzilla™'s slowness should afford you many opportunities.

opportunities for long chains, Shotgun Bursts, and even grapples. Your teleport is useful in avoiding his Rocket Fingers, as well as military forces (especially in the mothership), but it can sometimes drop you right into his booster jets, so be careful. Mechagodzilla™ also takes strong damage from energy weapons, so if you can grab and throw him, a fully charged Laser Eye is a great way to follow up. Hiding behind cover and ambushing is an excellent tactic as well.

rga™'s resistance to blunt damage isn't much of a concern for you, and your speed should give you the edge in up-close melee. Neither of you has a strong beam weapon, but if he starts to charge his, shut him down with a quick shot of your own. You should do well teleporting behind him, and if it goes



When fighting Orga™, stay out of his hands, no matter what.

to a distance game, you have a huge speed advantage. Just don't try to grapple with Orga™, because you will lose, and it will not be pretty.

G/GAX™



hese matches tend to end quickly, because they're typically offensive showcases with very little defense going on. However, Gigan™ is slightly vulnerable to blunt attacks, so use those to squeeze out a little extra damage, at least until your opponent gets wise. Be ready to turn around and grab your doppelganger if he teleports, and don't let up once you've got him on the ropes—Gigan™ is all about continuous assault. You can also go the opposite route and mix things up, fighting patiently from long or mid-range. Your opponent will be forced to either



Now you can see what it feels like to be attacked relentlessly.

adopt the same strategy, which is likely unnatural, or to maintain the offensive, which is a dangerous, reckless strategy if you're in a defensive, reactive mindset and watching for an opportunity.



PRIMA'S OFFICIAL STRATEGY GUIDE





However, nobody anywhere is tougher





FIGHTING STYLE

明日本

A hard and dirty street fighter, Godzilla® '90s loves to get in close and duke it out at point-blank range. He gets it done with throws, strong-edged attacks from his claws, feet, and teeth,





Godzilla®'s moves aren't elegant, but they're effective.

and his fierce attacks: often fatally unexpected blunt strikes with his far-reaching tail. However, if the battle goes long-range, he can sit back and cook an opponent from downtown with one of the game's most powerful breath weapons.

STRENGTHS

Godzilla®'s greatest strength is that he has no overpowering weaknesses, so enemies don't have much to exploit. In fact, he's the second most well-rounded character in the whole game (Godzilla® 2000 barely edges him out), so when it comes time to throw down, he matches up well with anybody. He fights to win from any range, he's slightly resistant to energy-based attacks, and his breath weapon is effective. His move set isn't deep, but it does have variety, so he has at least a few ways to punish any monster he faces.







Godzilla® can fight up close, or he can go long range. Either way, he's deadly.

Wモオメメモタタモタ

Godzilla® greatest weakness is that he has no overpowering strengths, and thus has no trump card, such as Megalon™'s burrowing, Rodan™'s flight and speed, or Mechagodzilla™'s arsenal. Thus, he can't always capitalize on an enemy's weaknesses. Also, while his move set is versatile, it's limited in its depth. Only a handful of attacks are likely to be effective against any given enemy, and if that enemy learns to recognize and anticipate those attacks, it could be a tough match. Finally, he has only average speed, he's slightly vulnerable to edged attacks, and his grappling range is a bit short.







Mix up your attacks as much as possible to avoid having your patterns interrupted.

GDDZ111A®

The original. The one and only. The King. Godzilla® first stomped his way through Tokyo way back in 1954, and after almost 50 years and 26 films and counting, he's still flattening the cities of Japan (and occasionally other countries) with the fervor and enthusiasm of an overzealous rookie. According to the original film. Godzilla® (or Gojira, as he's known in Japan) is actually a dinosaur, somehow still alive today, that was exposed to tremendous amounts of radiation due to nearby atomic weapons test. This radiation mutated the already fearsome creature, imbuing it with gargantuan size and strength, tremendous regenerative abilities, and the power to fire a stream of highly flammable, radioactive plasma from its toothed maw. The legend has changed and grown over the years, but one thing remains true: Godzilla® is now, always has been, and always will be the undisputed King of the Monsters.





All moves are listed as if Godzilla '90s is standing on the left, facing an opponent on the right. If your positions are switched, the directional commands must be reversed.

Primary Breath Attack Atomic Breath

You've seen this one before. Godzilla unleashes a blue stream of pure atomic energy. It's quick, has a long range, and shreds buildings

Primary Breath Attack: • Atomic Breath Damage Progression

	Percent Charged (%)	Damage	Reaction Level	Range	
	0-50	3 + 5 per second	Light	550 meters	
51-99 100		12 + 10 per second	Stagger	550 meters	
		40 + 15 per second	Knockdown	550 meters	



Atomic Breath

Secondary Breath Attack: Atomic Fireball

An orange ball of flame. It fires quickly, and so is an excellent attack interrupter.

Atomic Fireball Damage

Energy requiredDamageReaction Level60%12Stagger





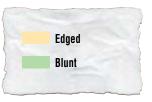
Atomic Fireball (sequence)

Rage Attack: Atomic Shockwave

With a stomp of his foot, the Big G generates a giant, spherical blast of energy. Less damaging than some Rage Attacks at 30 points, but very easy to use — it has a huge range and a shape that means you very rarely miss.



Atomic Shockwave



Basic Attacks

	Move	Command	Damage Type	Damage Amount	Target Area/Reaction Level	Description
Ì	Claw Slash	A	Edged	5	Head/Light	A quick, short-range claw swipe
1	Kick	B	Edged	5	Body/Light	Strong kick with good range
_	Tail Snap	8	Blunt	5	Body/Light	Quick tail lash
1	Punch	(while advancing)	Edged	10	Head/Stagger	Running punch
1	Duck Jab	(while ducking)	Edged	5	Body/Light	Quick, disruptive jab



Getup Attack

MoveCommandDamage TypeDamage AmountTarget Area/Reaction LevelDescriptionGetup Tailsweep® or 📎 (while on ground)Blunt10Feet/KnockdownA full 360 degree sweep

Jumping Attacks

Move	Command	Damage Type	Damage Amount	Target Area/Reaction Level	Description
Jump Punch	(while jumping)	Edged	15	Overhead/Stagger	Also hits opponents lying on ground
Jump Kick	® (while jumping)	Edged	20	Overhead/Stagger	Anti-air maneuver.
Jump Tailwhip	(while jumping)	Blunt	10	Head/Knockdown	Sweeping, blunt attack

• MONSTER MOVES •

GODZILLA® '90s

Grabs and Throws

Move	Command	Damage Type	Damage Amount	Description
Grab	A + B	_	_	_
Throw	(while holding opponent)	Blunt	20	Throws the enemy straight ahead
Launching Throw	®(while holding opponent)	Blunt	25	Tosses the enemy up into the air, then
				punches them on the way down
Tail Smack	(while holding opponent)	Blunt	25	Toss the opponent into the air, and knock 'em
				out of the park when they come down









Launching Throw

突然に

Finishing Attacks

Move	Command	Damage Type	Damage Amount	Target Area/Reaction Level	Description
Double Claw Slash into Bite	(A), (A), (A)	Edged	10	Head/Stagger	Easy to execute finisher
Single Hammerfist	→ + (A)	Edged	15	Overhead/Stagger	Very fast medium strike with great range
Double Hammerfist	← + (A)	Blunt	20	Overhead/Knockdown	Hard hit that even strikes target lying prone
Overhand	↑ + A	Edged	20	Overhead/Knockdown	Long range, also hits prone target
Uppercut	↓ + (A)	Edged	15	Uppercut/Knockdown	Powerful lunging punch
Headbutt	← + ®	Blunt	15	Body/Knockdown	Solid charging attack
Double Kick	→ + B	Edged	20	Body/Knockdown	Heavy flying kick
Stomp	↓ + ®	Blunt	10	Feet/Stagger	Kicks opponent while they're down
Tail Uppercut	→ + ⊗	Blunt	15	Uppercut/Knockdown	Sublimely effective finisher
Tail Reverse	+ + %	Blunt	15	Body/Stagger	Quick, turnaround attack
Tail Whip	1 + 3	Blunt	20	Body/Knockdown	Mid-level 360 degree sweep
Tail Sweep	♦ + ⊗	Blunt	10	Feet/Knockdown	Low 360 degree sweep

Uppercut





Tail Sweep

Tail Slam

Rear Attacks

Move	Command	Damage Type	DamageTotal	Target Area/Reaction Level	Description
Tail Slam	(with back to enemy)	Blunt	25	Body/Knockdown	Two solid rear strikes
_	(second hit)	Blunt	10	Overhead/Knockdown	_



Godzilla® actually has a bit of trouble striking multiple times, because so many of his moves are knockdowns. Still, just because his moves are simple doesn't mean they're ineffective. Try these, and see just how tough Godzilla® can be!

Chain	Commands
Atomic Fireball, Overhand Attack	
Jab, Jab, Tail Uppercut	(A),(A), →+(X)
Kick, Punch, Uppercut	®,(while running)@,@
Tail Snap, Tail Reverse, Tail Slam	8,8,8
Jab, Hammerfist, Double Kick	(A),→+(A),←+(B)

Godzil	la®'s	Resistances

Attack/Damage Type	Sensitivity
Blunt	Normal
Edged	Slightly Vulnerable
Energy	Slightly Resistant





AXGUIRUS™

hen fighting your shelled buddy, remember that when he blocks, you take damage and are left wide open. Play a distance game for once, pelting him with thrown objects and blasting him with your breath (use ② to aim down if he's on all fours or crouching). If you do get up close, stick with quick,



Edged attacks that strike Anguirus™'s belly inflict massive damage.

edged attacks and grabs, and watch out for his tail and jumping attacks. Finally, if you roll him over onto his back, gut him—that soft belly takes extra damage.

*X1X*G *GX1DDRAX*™

G's trademark lightning is tough when he gets it charged up, so don't be shy about interrupting it before he lets it fly. This version of King Ghidorah™ is very resistant to blunt attacks, so stick to edged and energy attacks. A good running punch or regu-



King Ghidorah™ has a long reach, but that doesn't mean you can't grab him yourself.

lar uppercut will serve you well, and if he goes to the air, use buildings and fireballs to bring him down. Watch for his rear attack, and when he does hit the ground, be careful—his getup attack has a very wide range.

πEGALOX™

egalonv doesn't like you in his face, so go there fast. He's very vulnerable to blunt attacks, so use your Headbutt, Hammerfist, and tail attacks to crack him like an egg. Megalon™'s big offensive move is his burrowing attack, so when you see him dive underground, just run away (watch out



You fight Megalon™ in explosive Osaka.

for the exploding buildings when in Osaka) until his energy gives out, and punish him severely when he surfaces. His drill hands can also be trouble-some, especially when he powers them up, but your Jumping Tailwhip or fireball should give you room when you need it.

G/GAX™

igan[™] is all offense, and his attacks chain together quite well, so be cautious. Try to keep the fight long range, hiding behind buildings and hitting Gigan[™] with your breath. Throwing buildings is good, but watch for Gigan[™] shooting them out of your



Gigan™ is best fought from long range.

hands. Use attacks such as your Tail Uppercut to keep him at arm's length, and follow up with jumping attacks such as Hammerfist to keep him there. Finally, don't be scared of his teleport move; it usually brings him into perfect range for a grab and throw.

RODAN™

and odan 'M's speed and flying ability can make him a surprisingly difficult opponent. First, find cover from his beam weapon. Second, knock him out of the sky with buildings or your breath. It'll knock him down at 50 percent charge or greater. Remember to hold
to target him when he's in the air. Once he's down, he's very vulnerable to thrown objects and edged attacks. Just watch for his default claw attacks, which are fast enough to disrupt almost any chain, and his uppercut. You can also play a distance game with Rodan M. As damaging as his breath



The big birdie is tough from the air, but when his energy runs low and he lands, he's all yours.

You can also play a distance game with Rodan. As damaging as his breath weapon is, you can take a lot more of it than he can take of your Atomic Breath.



GODZILLA® '90s

DESTOROYAH™

estoroyah™ can really dish out the damage, but you're actually fairly evenly matched in speed and toughness. He's a total midrange fighter, so your best bet is to be very far away, where his beam weapons cannot reach, or very close, where you can unload upon him fairly effectively



Destoroyah™ can filet you from midrange, thanks to the power of his Horn Katana.

if you're fast. Don't even try to fight him at midrange—just get away. He's very energy dependent, so play a defensive game of blocking and hiding behind buildings until he's tapped, then smack him with something, get in close, and unload upon him with throws, sweeps, and anything quick. Do not let him get an energy power-up—that's just asking for it.

*オ*ボモミメオGDD*Z1LLオ*"

echagodzilla[™] boasts an incredible array of energy weapons, is very durable, and has a mean uppercut to boot. When fighting him in the mothership, you'll start off in a tiny, bare, enclosed area. He'll probably slaughter you the first time you meet, but don't panic-he can be defeated. Get in close



Mechagodzilla™ has a tremendous amount of firepower, but if you can get in close, you can take him.

as soon as possible. Avoid near-useless edged attacks, use your Headbutt and double Hammerfist, and interrupt him with a guick shot of Atomic Breath as often as possible. Also, use your grab, and if you get him, throw him at the towers surrounding the ring. If you don't get him, he'll often jump backward into them himself. Work fast too, because the military here always attacks only you.

If a tower goes down, the arena gets larger and the fight changes dramatically. Now there's plenty of cover for you to hide behind, and tons of buildings to throw, and the military presence is greatly decreased. Finish him off.

his monster has a shield that converts energy attacks into health, so use your breath weapons only when he's out of energy, flying, or lying prone on the ground. He's also resistant to edged attacks (so jabs are useless), but good, blunt tail strikes should do well, and throws are quite



Mecha King Ghidorah™ can convert your Atomic Breath into health, so try to beat him with physical attacks.

useful (and can be safely followed by an Atomic Fireball). He's also an easy target for a thrown building. Finally, his secondary weapons are energy-sapping Tasers, but they require solid ammunition. Watch his ammo counter, which is just below his energy bar. If he's out, you've got nothing to worry about.

irst off, stay out of his hands—they have a long range and can do brutal amounts of damage. He's not terribly fast, and his beam weapon doesn't target quite as well as yours, so a long-range game is the answer. Hit him with buildings-they won't hurt him much, but they him as possible.



Orga™ is just like a professional wrestler, so keep as far away from

slow him down. When he gets close, it's all about Atomic Fireballs and running punches to keep him at a distance. Avoid blunt attacks, which don't do much damage, and never miss a chance to use your Getup Tail Sweep and throw him yourself.

GDD*Z1LLA® 2000/'905*`



his is a fairly tough match because you share so many moves. Remember that Godzilla®'s moves are simple and don't link well, and see if you can identify your opponent's attack patterns—they should look familiar! Interrupt when you can, and avoid close-in finishing moves if you think your opponent is fast enough on the buttons to interrupt them. Remember to block, use your rear attack and your Tail Uppercut, and watch out for the Getup Tail Sweep-you know how effective it is! Also, if you're fighting Godzilla® 2000, remember that you're slightly slower and less adapted for close-range fisticuffs. However, your breath weapon is very slightly stronger, so anytime you can trade energy attacks at a distance, he'll lose a tiny bit more life than you will.



Godzilla® against Godzilla® is a tough fight, but if you remember all of your moves, you'll be just





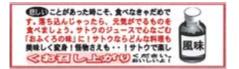
PRIMA'SDFFICIAL STRAFEGY GUIDE















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Godzilla® 2000's favorite strategy is to get right up in his opponent's face and start a brutal fistfight, where his claws and tail wear an opponent down for a finishing grapple. He's also fairly athletic for a monster of his mass, boasting good speed, agility, and even jumping ability. Finally, while less powerful than his predecessor's, his breath weapon packs

plenty of long-range sizzle. Thus, while he may not always be flashy, he can look any opponent in the eye and give that low, menacing growl that says "You're about to get hurt-badly."







Godzilla® 2000 is a versatile creature, and he can send you to the hospital any number of ways.

*ら*ナスモメロナメタ

Versatility. Godzilla® 2000 is the most balanced character in the game, a slightly improved copy of Godzilla® '90s. He holds his own in every fighting style, so no enemy has a serious advantage over him. He's tough enough to take a few hits from a strong enemy, he's quick enough that a faster enemy doesn't run circles around him, and he has a deep enough move list that he can fight well at any range. His breath weapon is at least average in strength, he has some good grapples, and while his claws and feet typically do edged damage, he can dole out powerful blunt damage with his massive, club-like tail. He also has a slight resistance to energy blasts.







This version of Godzilla® is only slightly different from the other, but he's arguably even better.

Wモオメメモタタモタ

Lack of specialization. Godzilla® 2000 may be a jack of all trades, but he's a master of none. He doesn't have any particular area of expertise, such as Anguirus™'s close up game, or Destoroyah™'s incredibly powerful mid-range arsenal. He's good all-around, but if he lets an opponent dictate the rules of engagement, he could run into trouble. Also, his grappling reach is a bit short (though his speed often compensates for this), and he's sensitive to edged attacks.







Godzilla® must control the flow of the match, or things could get tough. Luckily, he's good at controlling.

GDDZ1LLA® 2000

Godzilla® '90s melted down-literally-back in 1995, when his nuclearpowered heart went critical in Godzilla® vs. Destoroyah, and the enormous beast dissolved in a haze of uncontainable radiation. However, you can't keep a good monster down, and after a short vacation, a redesigned $\operatorname{Godzilla}^{\circledR}$ (who evidently isn't the young Godzilla® from GvsD, though it would make perfect sense if he were) debuted onscreen in Godzilla® 2000. This new version of the Big G sports a slightly different color palette: his hide arguably has a subtle greenish cast (which is actually a new development-Godzilla®'s always been dark gray in the films up until now), his dorsal plates are purple, and his breath weapon has gone from blue to reddish white. Beyond that, he's the same savage force of nature and occasional unlikely protector of Earth he's always been.



• MONSTER MOVES •

All moves are listed as if Godzilla® 2000 is standing on the left, facing an opponent on the right. If your positions are switched, the directional commands must be reversed.

Primary Breath Attack: Atomic Breath

Godzilla® opens wide and blasts his enemy with a quick stream of hyper-incendiary, white-hot plasma.

Primary Breath Attack: • Atomic Breath Damage Progression

Percent Charged	Damage Reacti	on Level Kange	
0-50	2 + 5 per second	Light	550 meters
51-99	10 + 10 per second	Stagger	550 meters
100	35 + 15 per second	Knockdown	550 meters



Atomic Breath

Secondary Breath Attack: Atomic Fireball

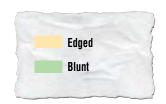
This spherical burst of flame is great for interrupting an enemy attack (although it moves slowly).

Atomic Fireball Damage

Energy required	Damage	Reaction Level	
60%	12	Stagger	



Atomic Fireball





Atomic Shockwave

Rage Attack: Atomic Shockwave

This easy-to-use stomping attack unleashes a spherical shockwave, causing 30 points of quick damage to anything and everything around it.

14/1



Kick

Basic Attacks

	Move	Command	Damage Type	Damage Amount	Target Area/Reaction Level	Description
Ē	Claw Slash	ı (A)	Edged	5	Head/Light	A quick jab with a short range
ě	Kick	B	Edged	5	Body/Light	Strong, far-reaching kick
Ś	Tail Snap	8	Blunt	5	Body/Light	Quick tail attack
	Punch	(while advancing)	Edged	10	Head/Stagger	Punch on the go
1	Duck Jab	(while ducking)	Edged	5	Body/Light	Very fast low jab



Tail Snap

Getup Attack

Move	Command	Damage Type	Damage Amount	Target Area/Reaction Level	Description
Getup Tailsweep	® or 📎 (while on ground)	Blunt	10	Feet/Knockdown	Very useful 360-degree sweep

Grabs and Throws

Move	Command	Damage Type	Damage Amount	Description
Grab	A + B	_	_	
Throw		Blunt	20	No-nonsense forward toss
Launching Throw	® (while holding opponent)	Blunt	25	Throw, then punch—leaves a mark
Tail Smack	(while holding opponent)	Blunt	25	Use your tail like a Louisville Slugger



Launching Throw

Jumping Attacks Move Command Damage Type Damage Amount Target Area/Reaction Level Description (while jumping) Overhead/Stagger Opponents lying on ground aren't safe Jump Punch Edged 15 Jump Kick ® (while jumping) Edged 20 Overhead/Stagger Hits airborne targets too Jump Tailwhip 📎 (while jumping) Blunt 10 Head/Knockdown Leaping attack with huge arc

Jump Punch

Finishing Attacks

	Move	Command	Damage Type	Damage Amount	Target Area/Reaction Level	Description
	Double Claw Slash into					21
	Bite (combo finisher)	(A), (A), (A)	Edged	10	Head/Stagger	Easy to execute finisher
	Single Hammerfist	→ + (A)	Edged	15	Overhead/Stagger	Medium strike with great range, hits ground
	Double Hammerfist	← + ⓐ	Blunt	20	Overhead/Knockdown	Smack 'em even if they're lying prone
	Overhand	↑ + A	Edged	20	Overhead/Knockdown	Long range, also hits prone target
	Uppercut	↓ + ♠	Edged	15	Uppercut/Knockdown	Godzilla®'s favorite finisher
9	Headbutt	→ + ®	Blunt	15	Body/Knockdown	Bullish running charge
	Double Kick	← + ®	Edged	20	Body/Knockdown	Both feet = big damage
	Stomp	↓ + ®	Blunt	10	Feet/Stagger	Kicks opponent on ground
	Tail Uppercut	→ + 🐼	Blunt	15	Uppercut/Knockdown	They never see it coming
ĕ	Tail Reverse	← + ⊗	Blunt	15	Body/Stagger	Quick attack, leaves G reversed
	Tail Whip	1 + 3	Blunt	20	Body/Knockdown	Jumping 360-degree sweep
	Tail Sweep	↓ + √	Blunt	10	Feet/Knockdown	360-degree ankle sweep



Single Hammerfist



Uppercut



Stomp



Tail Uppercut

Rear Attacks

Move	Command	Damage Type	Damage Amount	Target Area/Reaction Level	Description
Tail Slam	(with back to enemy)	Blunt	15	Body/Knockdown	Two hard tail strikes
	(second hit)	Blunt	10	Overhead/Knockdown	

All-Out Attacks

So many of Godzilla® 2000's attacks are Knockdowns that you may find yourself pulling out of chains early so you don't hit your enemy clear out of range. Here are a few simple-yet-effective moves to help your target taste the pain.

Chain	Commands
Atomic Fireball, Overhand attack	
Jab, Jab, Tail Uppercut	(A), (A), → + (X)
Kick, Punch, Uppercut	® (while running), @, @
Tail Snap, Tail Reverse, Tail Slam	(x) , \leftarrow + (x) , (x)
Jab, Hammerfist, Double Kick	(A), → + (A), ← + (B)

Godzilla®'s Resistances

Attack/Damage Type	Sensitivity

Blunt	Normal
Edged	Slightly Vulnerable
Energy	Slightly Resistant

XING GHIDDRAH™

ing Ghidorah[™] has a resistance to blunt attacks, so your tail strikes are less effective than mid-range claw and foot attacks. The exception to this is your tail sweep, which leaves Ghidorah[™] hopping on one foot, just begging to be picked up and thrown. Close in to make his lightning less effective, and send plenty of buildings and fireballs his way (especially if he tries to fly). Avoid his getup attacks, watch for his tripleheaded Lunge Smash—if it hits, it hurts, but you can usually interrupt him with a grab before he gets it off.



King Ghidorah™ is resistant to blunt damage, so shy away from tail attacks against him.

π೯೮೩10೫™

hen the big bug heads underground, run. Amuse yourself by thinking of something mean to do to him when he surfaces stunned and vulnerable. Otherwise, stay close and bludgeon him with blunt tail strikes (love that Uppercut!), your Headbutt, and Hammerfists. Watch



Megalon™ has no equal below ground, but you rule supreme above ground.

for his Napalm Attack, which will give you a hotfoot. And if his glowing energy punches or leaping attacks start to get to you, back off and commence a long-range assault.

AXGUIRUS™

orry, Skipper—unfortunately, you're going to have to beat the stuffing out of your spiny little Gilligan. He's all about his shell and spines, so focus on edged attacks and projectile hits, and be careful. His tail and jumping attacks can be a problem, so be



Tail Uppercut keeps Anguirus™ a safe distance away.

ready with the block. If you do get a hit in on him, complete the combo rather than end early—you're less likely to get interrupted by a nasty spike block. If he goes down on all fours, kicks and Uppercuts should remind him who's boss.

G/G*AX*™

so be ready when he gets there.

Skilled players can actually do well just punching it out with him, although he'll make you pay for your mistakes.

Uppercuts are key, and Duck Jabs can catch him off guard. Hit him with leap-



Gigan™ loves to get in close. Luckily, so do you.

ing attacks as he approaches. If Gigan[™] starts wearing you down, switch to a distance game, ducking behind cover, hitting him with your breath, and throwing either buildings or Gigan[™] himself if he teleports in too close.

RDDAX™

Time to fry up some chicken.

Rodan™ is super fast and can be a pain. Luckily, he's also fragile, so you don't have to hit him many times to rack up the KO. First, get him out of the sky with thrown items or Atomic Breath charged at least 50 percent. Second, always prepare for a



Rodan™ is fast. Block well, or you may find yourself wishing he was still airborne.

Spinning Wing Strike when he hits the ground. When grounded, Rodan[™] has some quick jabs, so prepare to have a string broken up once in awhile. Don't worry—as long as you get in more edged attacks than he does, and interrupt his breath, you'll be fine.



DRGA™

rga™'s greatest desire is to get his giant, meathook-like clamps on you, so do whatever you must to keep this from happening. Pound him with thrown items, fireballs, and charged breath. If he gets in close, stick to fast, edged moves: they do decent damage and are less likely to be



Orga™ is a powerful grappler, so for once, you're better off playing the long-distance game.

interrupted. Keep your distance when his energy is full to avoid his Paralyzing Goo, and if he fires his beam weapon, circle around and hit him from whatever range feels safe.

D*557020ソオ*分™

tay away from his mid-range arsenal, and you'll have a decent chance against this guy. He's not fast, and he's a huge target for long-range breath and projectile strikes. Up close, rip combos into him. Mid-range, he's devastating, so block his attacks, especially his Horn Katana, and either



This is too close to be to Destoroyah™ when his energy bar is full.

back up or use Hammerfist and running punches to get back in close. Watch his energy meter closely—when it goes down, so will he.

かきしみみ メルフラ

his big metal beastie can make for a difficult fight if you aren't careful. First off, remember that his energy shield actually converts your Atomic Breath into life, so saves it for when his energy is low or Get close on Mecha King when he's lying on the ground after being knocked down. Your tail attacks are a good



Ghidorah™ and toss him around.

choice against him, because he's resistant to edged attacks, but not blunt. He's also strangely vulnerable to grabs, once you get past all the swinging heads. His physical attacks are much the same as King Ghidorah™'s, and can be interrupted in much the same way.

CXAGDD21L1

et out of the main circled area quickly. Skilled players may want to lay the smackdown on the big robot straightaway. Run sideways around the missiles, close with a Headbutt, and follow up with Double Hammerfists, which strike him on the ground. Take advantage of MG's sluggishness and throw him as often as possible, especially after blocking his



A good, half-charged blast of Atomic Breath should be enough to knock this metal marauder from the sky.

getup attack. Use your breath to interrupt his beam attacks, and remember your rear Tail Slam. Once the arena gets larger, use cover and play a run-andgun game.

GDDZ1LLA® 2000/905



his is a tough fight. Against yourself, you're evenly matched, and your only advantage is speed, which he makes up for by having slightly stronger Atomic Breath. Consider a close- to mid-range strategy, rushing in with Hammerfists and leaping attacks, hitting a couple times, then retreating or using an Uppercut to create distance again. Block his breath, hit him with the occasional building, and mix up your attacks so that he can't predict your patterns and block you. If you hit fast, hit hard, and use all the moves in your arsenal, you should be able to take him down.



This is one of your toughest matches, thanks to the very versatility that you've enjoyed yourself.



PRIMA'SOFFICIAL STRATEGY GUIDE



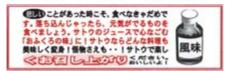


triple-barreled lightning attack that can electrocute opponents where they stand.











FIGHTING STYLE: G*RAPPL1N*G

The lack of arms is of no concern whatsoever to King Ghidorah $^{\mathsf{TM}}$, who loves to use his three heads to throw his opponent around the







With three biting, grasping heads and a similar tail, King Ghidorah™ is a grappling phenomenon.

arena like a rag doll. In fact, thanks to his tail, he can even grapple effectively from the rear. He's also fond of counterattacks—he can use two heads to interrupt an opponent and still have a third to strike a killing blow. Of course, his Triple Lightning cuts a wide path, and it's also usable from the air. His fierce moves tend to be savagely effective, edged tail strikes.

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King Ghidorah™ is a very powerful grappler, with three quick-striking heads, wings that can create wind to slow down a rushing attacker, and a prehensile tail that protects his backside with ease. He is also resistant to all three forms of attack (especially blunt strikes, which hardly faze him), and has a versatile breath weapon that can alternately focus in and electrocute a single enemy or spread out to create a sizzling triangle of electric death across a huge chunk of the battlefield. He hits hard, and adds a fourth attack to his melee chains (@, @, @, @, for instance) because he attacks with three heads instead of two arms. He can fly, which makes up for his lack of ground speed.







Despite his elaborate appearance, King Ghidorah™'s no lightweight. He hits hard.

King Ghidorah™ is one of the larger monsters in the game, and he has a poor running and turning speed, making it fairly easy to beat him to power-ups or run around him to mount a rear attack. His melee moves are powerful but lack variety and are often slow enough to interrupt. His energy weapon is versatile, but can be hard to use effectively, and his Rage attack is so strong that it often throws the enemy to safety. Ghidorah™ is also a rather slow flier, though his ability to fire lightning bolts while airborne makes up for this.







King Ghidorah™ must always balance his energy use between flying and spitting lightning.

X1XC CX1DORAX™

The sinister Ghidrah™, later renamed King Ghidorah™. first appeared in the self-titled Ghidrah™, the Three-Headed Monster, released in Japan in 1964, and a year later in the U.S. (believe it or not, it was a doublefeature with Elvis Presley's Harum Scarum).

Described as the most evil creature in the universe (however one measures these things), the extraterrestrial terror marked a radical departure in Toho's creature design. While previous monsters such as Godzilla® and Rodan™ were basically just giant dinosaurs, King Ghidorah™ was completely otherworldly: a massive, bipedal dragon, covered in shining golden scales and sporting huge, bat-like wings, two spiketipped tails, and three undulating, serpentine heads, each spewing a lightning-like gravity beam. Audiences fell in love with the evil beast, whose elegant design and trilling battle cry stood in stark contrast to Godzilla®'s simple, animalistic style.

King Ghidorah™ has appeared in seven Godzilla® movies to date (including one in which he was cast as a hero and Godzilla® was the villain), as well as in Mothra's late '90s solo films. His name could not be more appropriatewhen polled, G-fans in Japan and the U.S. consistently choose King Ghidorah™ as their favorite of Godzilla®'s enemies, and by a king-sized margin.





All moves are listed as if King Ghidorah[™] is standing on the left, facing an opponent on the right. If your positions are switched, the directional commands must be reversed.

Primary Breath Attack: Triple Lightning

Three heads are clearly better than one if you're talking about breath weapons—King Ghidorah™'s Triple Lightning is actually three separate bolts of pure electricity, each of which could theoretically strike a separate target. Thus, King Ghidorah™ can conceivably inflict the

■ Triple Lightning Damage Progression

Percent Charged	Damage	Reaction Level	Range
0—50	2 + 5 per second	Light	550 meters
51—99	12 + 10 per second	Stagger	550 meters
100	35 + 15 per second	Knockdown	550 meters

shock treatment upon as many as three enemies at once, or use all three heads to sizzle a single target. It's well suited for interrupting enemy attacks, and while three heads are not easy to aim, this very difficulty often gives the attack a much wider swath than monocranial beam attacks.



Triple Lightning

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Secondary Breath Attack: Triple Lightning (Airborne)

King Ghidorah™ lacks a secondary breath attack, but his Triple Lightning can also be quick fired for a fixed energy cost while he is airborne.

☐ Triple Lightning (Airborne) Damage

Energy required	Damage	Reaction Level
40%	5-20	Stagger



Triple Lightning (airborne)

Rage Attack: Deathstorm

King Ghidorah™ flies up into the air and whirls like a pinwheel, blasting wind from his wings and lightning from all three heads. Objects and enemies caught in the maelstrom collect 10 to 50 points of damage.







Deathstorm

Basic Attacks

ì	Move	Command	Damage Type	Damage Amount	Target Area/Reaction Level	Description
3	Bite	(A)	Edged	5	Head/Light	A single head strikes with a snake-like bite
٩	Kick	B	Blunt	10	Body/Stagger	A huge, lunging kick
	Tail Whip	8)	Edged	5	Body/Light	A quick tail lash
4	Three Headed Swing	(while advancing)	Blunt	10	Body/Stagger	A mighty, forward-moving strike with all three heads
	Duck Bite	(while crouched)	Edged	5	Body/Light	A quick, one-headed snap



Edaed

Blunt

ま気とラのメ白ま自

Getup Bite



Getup Attack

Į	Move	Command	Damage Type	Damage Amount	Target Area/Reaction Level	Description
	Getup Bite	® or ℜ (while face-up prone)	Edged	10	Body/Knockdown	Rising, three-headed bite that can hit multiple opponents
ĺ	Spinning Getup	® or 📎 (while face-down prone)	Blunt	15	Body/Knockdown	Wicked rising sweep

• MONSTER MOVES •



Grabs and Throws

Move	Command	Damage Type	Damage Amount	Description
Grab	(with enemy in front)	_		
Throw	(while holding enemy)	Blunt	20	Throws the enemy straight ahead
Bite Throw	® (while holding enemy)	Edged	26	Nips enemy with all three heads
Bodyslam	⟨ (while holding enemy)	Blunt	25	Flutters into the air and slams enemy into the ground
Tail Grab	A+B (with enemy to side or rear)	-	-	Grab enemy with tail
Tail Throw	(automatic after Tail Grab)	Blunt	30	Tosses enemy away

Jumping Attacks

	Move	Command	Damage Type	Damage Amount	Target Area/Reaction Level	Description
١	Jump Bite	(while jumping or flying)	Edged	20	Body/Stagger	KG bites with two heads while landing
à	Flying Bodyslam	® (while jumping or flying)	Blunt	20	Body/Knockdown	KG strikes with his massive body
į	Hurricane Winds	(while flying—hold button down)	Energy	5 per second	None/Stagger	Unique attack that buffets target with wind

Finishing Attacks

	Move	Command	Damage Type	Damage Amount	Target Area/Reaction Level	Description
	Ears Box (combo finisher)	(A,(A,(A),(A)	Blunt	15	Head/Stagger	Final hit of chain claps outer heads on enemy's head
	Woodsplitter	→ +®	Edged	10	Body/Stagger	Leaping, two-headed bite
	Lunge Smash	← + (A)	Blunt	20	Overhead/Knockdown	Crushing, three-headed smash that also hits prone enemy
	Triple Uppercut	↓ +@	Blunt	5/5/15	Uppercut/Light/Light/Knockdown	Three heads = three potential hits
	Double Kick	← +®	Blunt	10	Head/Knockdown	Flying lunge with both heels
1	Stomp	↓ +®	Blunt	10	Feet/Stagger	Hits opponent on ground as well
	Overhead Kick	↑ +®	Blunt	20	Overhead/Super Knockdown	KG falls from the sky onto his target
	Tail Uppercut	→ +⊗	Edged	25	Uppercut/Knockdown	Slow, powerful uppercut move
	Tail Reverse	(+ + %	Edged	15	Body/Knockdown	Spinning tail swat
1	Tail Sweep	↓ +⊗	Edged	10	Feet/Knockdown	Spinning sweep with wide range
	Blunting Wings	1 + 3	Energy	6	None/Stagger	Quick attack interrupter









Lunge Smash Triple Uppercut Double Kick Tail Uppercut

Rear Attacks

Move	Command	Damage Type	Damage Amount	Target Area/Reaction Level	Description
Head Strike	(with opponent behind you)	Blunt	15	Body/Stagger	Whirling strike with necks
Rear Tail Strike	\bigcirc (with opponent behind you)	Blunt	20	Body/Knockdown	KG smacks enemy with his tail

All-Out Attacks

King Ghidorah™ didn't come to be known as the most evil creature in the universe by letting his opponents off lightly. See if you can memorize these massive sequences without your enemy blocking or interrupting you.

Chain Bite, Bite, Bite, Double Kick Bite, Bite, Bite, Jump up, Triple Lightning, Triple Lightning, Bodyslam, Bite, Bite, Bite, Overhead @+®, √x), ®, ®, €+@, €+@ Kick, Fly, Hurricane Winds (briefly), Bodyslam, Kick, Kick, Lunge Smash, Lunge Smash

Commands

(A),(A),(←+(B) (A,A,A,R,Z,A+B,X) $(A, A, A, A+B, \mathbb{R})$ (hold), $(A, A, A, A+B, \mathbb{R})$

King Ghidorah's ™ Resistances

Attack/Damage Type Sensitivity

	· ,,
Blunt	Very Resistant
Edged	Slightly Resistant
Energy	Slightly Resistant



GDDZ1LLA® *'905/*2000

Ou have an advantage over Godzilla® because so many of his powerful attacks are blunt tail strikes, which do very little damage to you. Because of this, you'll probably see lots of uppercuts and jabs. His



Start the game off with a bang by defeating your arch-nemesis.

reach is short, so you should be able to grab him almost at will, toss him around, and follow with a Lunge Smash or Overhead Kick. Your four-hit head combos should leave some nice toothmarks in his hide, too. If he's crowding you, hover and blast him with Triple Lightning from the air, then land to regain your energy. Finally, if he wants to stand far away and beat you with breath and thrown buildings, hide behind cover and electrocute him when you get the chance.

πξ5AL0X™

legalon[™] is weak against longrange attacks and blunt strikes, so zap him with lightning and thump him with kicks as much as you can. Throws are great too. Defensively, your biggest concern is avoiding Megalon™'s Fly over Megalon™'s Burrow, and burrowing attack. If you're in an open



grab him easily when he surfaces.

area (in the water off the SF coast, for example), you can just run. Flying also lifts you out of his reach, but it saps valuable energy. Instead, fly and do a couple of Bodyslams while still holding

. That lets you cover the maximum ground while expending the minimum of energy. If Megs insists upon using jumping attacks, remember your Hurricane Winds can blow him back out to long-range, where you can light him up.

AXGUIRUS™

Anguirus[™] wants to get in close and slap you with his spiked tail. It's a good plan, so keep him from it by sending a few million volts through him from time to time. If he does get close, you have several options: grab and throw him, take to the air and use Triple Lightning or Hurricane



When Anguirus™ gets close, toss him away and make him start running at you all over again.

Winds to blow him away, or take a chance with a physical attack such as a Flying Bodyslam. Feel free to sweep him, but only if he's standing upright. Throw him away from power-ups, and never use overhead attacks—there's too great a chance of getting a faceful of spiny backplate.

RDDAX™

■ ou're no match for Rodan in the air, so just stay ground-bound unless you're trying to surprise him with a quick shot of flying lightning. Knock him down with Lunge Smash, Triple Uppercut, or Hurricane Winds (if you really must fly). Once he's down, use quick head and tail attacks, grap-



Knock Rodan™ down with Hurricane Winds. Once you get your heads on him, he's fried.

ples, and a steady diet of thrown buildings to break his fragile, little bones. Your breath also jolts him for plenty of damage, even if it doesn't knock him back. Rodan[™] has some good, fast attacks, but you're so much more durable that if you trade blow for blow with him, you'll utterly destroy him.

G/GAX™

his space chicken's bladed arms can inflict a lot of edged damage in a hurry, so play a defensive game and be ready to block. If you have full energy, blow him back with a wind attack and give him a shot of lightning. He'll teleport in, but with your rear attacks (including the grab and throw), that should be of little concern to you. His Laser Eye fires very quickly, so be wary of it when his energy is full. Your Triple Uppercut is a good way to keep your distance, but watch for his Spike Roll, which can come in low, under your attacks. Gigan™'s Rage attack is one of the easier ones to dodge, so just keep your distance if he's enraged and you may get off easy.



If Gigan™ teleports behind you, grab him and explain why it was a bad move.



KING GHIDORAH

D*\\\ 5T\\\ D\\ T\\\ Y\\ X*

This is a good match to fight from long range, because Destoroyah™'s beam weapon doesn't reach past mid-field. However, watch that he doesn't close with you while you charge up your Triple Lightningif he gets within range, he can snap all three of your necks in a hurry.



The wide swath of your aerial lightning is nearly impossible for a lumbering monster to avoid.

Destoroyah isn't fast, but neither are you, so retreating is tough. When it does get tight, choose faster, basic attacks over more damaging finishers that might take too long to execute. Grapples and jumping attacks are good too, as a knockdown can help you get away. Don't fly—you're just too slow when you're in the air. Avoid the Horn Katana, and strive to keep him from energy power-ups.

オママンス メンタス

his is a strange and difficult battle because your opponent is not only just like you, but also your exact opposite. It's tough to find a way to hurt MKG: He has jabs to interrupt all but your fastest attacks, he's highly resistant



Blunt strikes are the key to defeating your cybernetic future self.

to your edged tail strikes and sweeps, and his shield converts your lightning breath to his life—not a good thing. Moreover, his Tasers paralyze you just long enough to drain the energy you need for lightning and flight. However, he does not share your resistance to blunt damage, so start there. Barrage him with thrown buildings, grab and hurl him any time he gets near, and try to get in some solid kicks. Your Lunge Smash ←+® works wonders here, and Triple Uppercut is almost as impressive. When he does run low on energy, he can't use his rejuvenating shield, so that's the best time to fire off some lightning bolts. Concentrate on defense and look for an opening.

ℼ℄ℂℋ℞ℂΩⅅℤ⅂℄℄℞™

ere's another enemy whose metallic hide makes your tail strikes ineffective. However, blunt attacks such as Lunge Smash, Triple Uppercut, Flying Bodyslam, and any of your kicks work well. Unfortunately, you haven't a chance of outrunning Mechagodzilla™s Rocket Fingers, so just block them or try to get behind something.



Your lightning is little match for Mechagodzilla™'s powerful arsenal, but he does take regular damage from it.

As far as his other energy weapons, either fly away from them or interrupt him with Hurricane Winds whenever possible. In fact, it's much more useful to spend your energy defusing his energy attacks than mounting your own, even if you never get to fire a single lightning bolt. Two things Mechagodzilla™ lacks are a long reach and good grapples, so try to get close and fling him across the arena from time to time. After he hits, he should be open to your Triple Lightning breath or a jumping attack (just avoid his getup attacks). Also, if you can trap him in a narrow alley, you'll dent him up fast. Throwing things at him from afar is an excellent strategy because of his lack of speed.

ロアワЯ™

ne good grappler against another, eh? Actually, this fight isn't too bad—Orga™'s a fantastic grappler, but you've got him ou™atched in plenty of other areas. Neither of you are very vulnerable to blunt damage, but you've got a Orga™ seems like a tough oppovery long, spiny tail that can inflict edged



nent at first, but you have a few

damage or grab from the rear, and he's got nothing. You've got wings to slow down his rushes (and he doesn't). You've got a breath weapon that is tough to aim, but has a very, very wide range of motion (you get the picture). As long as you can stay out of his grip, you'll tear him up. Beat him to the punch with quick strikes, jumping attacks, and quick interruptions via Bite, Hurricane Winds, and Blunting Wings. Then keep him at arm's length with throws, Triple Uppercut, and projectile attacks, and he'll go down hard.

X1XG GX1D0RXX™ `

kay, it's time to kick your own booty. King Ghidorah™ doesn't mind blunt attacks at all, so stick to edged tail strikes and bites rather than kicks. You both have a long reach for grapples, but you can still be effective if you're swift. Projectile attacks work very well in this case, thanks to your breath weapon's wide area of effect and the fact that your target is too slow to dodge most thrown items. Use your full complement of moves, including your jumping attacks, uppercuts, and Rear Tail Strike. Block well and watch your opponent's patterns closely, and you'll see plenty of openings.



Remember, you're resistant to blunt strikes, so stick to edged attacks.



PRIMA'SOFFICIAL STRATEGY GUIDE

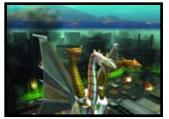






F1GXT1XG STYLモ: GRAPPL1XG

Mecha King Ghidorah™ is all about getting in close and tossing you around like a rag doll. Why not? It's not like it's tough for him. His energy shield makes long-range attacks a non-issue (well, except for flying houses), and he can fly right over tough terrain. Plus, he doesn't have to get too close, because he has an excellent grabbing range. If you run away, he's got plenty of long-range ways to make you regret it. If you charge him, be prepared for him to sit you down with a wind attack then grab you by the throat. That is, if his Tasers don't get to you first and render you frozen, powerless, and completely vulnerable to any horrible fate he dreams up.







Mecha King Ghidorah™ is just as physically powerful as his organic ancestor.

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Mecha King Ghidorah™ has a wide range of grappling moves, and he even can get you from behind with his forked tail(s). His wind attack can slow a rushing opponent down to a more manageable speed, and he also can take to the air and zap you with Triple Lightning. His Tasers offer a unique opportunity to drain a target's health and grapple at the same time. His Triple Lightning has a large blast pattern, making it an excellent interrupter. He's very resistant to edged damage thanks to his body armor, and if an enemy tries an energy attack, his shield transforms the energy into health[EM]even during Rage attacks! He has a long melee range, and while he shares King Ghidorah™'s ability to execute (A) strings with four hits rather than just three, he's also a bit faster.







Mecha King Ghidorah™ can light you up from any range.

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The biggest weakness Mecha King Ghidorah™ faces is a strong reliance upon energy. If he has too little energy to raise his shield, he'll take severe damage from energy attacks. Moreover, the shield drains energy any time you use it, even if you're just blocking a regular melee kick. So quick-hitting opponents such as Gigan™ can be frustrating. His Tasers are a great equalizer, but their ammo is limited. Also, his turning, flying, and ground speed are all slow, so he may have a hard time collecting power-ups or keeping his enemy in front of him. His non-grappling melee strikes lack variety.







Manage your energy carefully to win every battle.

カママンス マンフラル *GH1DDRAH*™

This cyborg variation of Godzilla®'s greatest enemy was introduced in 1991's Godzilla® vs. King Ghidorah™, but he was actually created in the future. The original King Ghidorah™ was defeated by a raging Godzilla®, lost one of his heads, and sank to the bottom of the ocean, where he entered into deep hibernation. More than 200 years later, he would be raised, revived, and outfitted with a wide range of cybernetic enhancements, making him the perfect anti-Godzilla® weapon. Thus, the former "most evil creature in the universe" became mankind's best hope against Godzilla® (this theme would actually recur in 2001's GMK: All Monsters Attack).

If King Ghidorah™'s original form was undeniably exotic and menacing, Mecha King Ghidorah™ takes the design to a whole new level of combat effectiveness. The basic shape is the same, but most of his parts have been enhanced or replaced with bionic enhancements. His torso is encased in thick body armor, and he flies on shining, solar-paneled wings and wears heavy leg and tail gauntlets. He even boasts one entirely robotic head, which replaces the one that Godzilla® severed.



All moves are listed as if Mecha King Ghidora™ is standing on the left, facing an opponent on the right. If your positions are switched, the directional commands must be reversed.

Primary Breath Attack: Triple Lightning

Mecha King Ghidorah™ rears back and unleashes jagged bolts of electricity from one, two, or even all three of his snake-like heads. It is sometimes difficult to bring all three heads to bear on a single target, but the attack's wide swath makes it a very effective interrupter.

☐ Triple Lightning Damage Progression

Percent Charged (%)	Damage	Reaction Level	Range
0–50	2 + 5 per second	Light	550 meters
51-99	12 + 10 per second	Stagger	550 meters
100	35 + 15 per second	Knockdown	550 meters



Triple Lightning

Secondary Breath Attack: Tasers/Triple Lightning (airborne)

Two small missiles launch from Mecha King Ghidorah™'s chest, and do seemingly inconsequential damage upon impact with their target. A second later, the victim is wracked with a serious electrical burst that not only shorts out and drains his energy supply, but leaves him momentarily paralyzed. The Taser takes ammunition;

MKG begins each round with a full clip of three charges, and refills one charge with every energy power-up he gathers.

energy power-up he gathers.

Mecha King Ghidorah™ can
also fire its Triple Lightning
while airborne, for a fixed
energy cost of 40 percent.

▼ Tasers/Triple Lightning (airborne) Damage

Attack	Energy Required	Damage	Reaction Level
Tasers	1 ammo charge	2 each plus energy drain	Stagger (stun)
Triple Lightning (airborne)	40%	5–20	Stagger





Edged	Blunt
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Rage Attack: Deathstorm

Mecha King Ghidorah^m's Rage attack is identical to that of his more organic counterpart. He rises slowly into the air and spins horizontally, incinerating a circular area of ground beneath him with repeated blasts of Triple Lightning and simultaneously buffeting it with hurricane-force winds. Depending upon the number of hits, a target takes 10–50 points of damage.

Basic Attacks

Move	Command	Damage Type	Damage Amount	Target Area/ Reaction Level	Description
Bite	A	Edged	5	Head/Light	A one-headed bite
Kick	B	Blunt	10	Body/Stagger	A huge, hopping kick
Tail Whip	B	Edged	5	Body/Light	A quick tail lash
Three Headed Swing	A	Blunt	10	Body/Stagger	MKG moves forward,
	(while advancing)				striking the enemy with all
					three of his heads
Duck Bite	(while crouched)	Edged	5	Body/Light	A quick, low strike



Bite

Getup Attack

Move	Command	Damage Type	Damage Amount	Target Area/ Reaction Level	Description
Getup Bite	® or 🕅	Edged	10	Body/Knockdown	Rising, three-headed bite that
	(while face-up prone)				can hit multiple opponents
Spinning Getup	® or 🔊	Blunt	15	Body/Knockdown	MKG spins into the air
	(while face-down prone)				

Grabs and Throws

Move Command Damage Type **Damage Amount Description** Grab (A+B) (with enemy in front Throws the enemy Throw Blunt 20 (while holding enemy) straight ahead 26 Bite Throw ® Edged MKG snaps at enemy (while holding enemy) with all three heads MKG grabs enemy in feet, Bodyslam Blunt 25 (while holding enemy) bashes him into ground Tail Grab A+B (with enemy Grab enemy with tail to side or rear)

Blunt





Tail Grab

	-	1

Jumping Attacks

(automatic after

Tail Grab)

Tail Throw

Move	Command	Damage Type	Damage Amount	Target Area/ Reaction Level	Description
Jump Bite	(while)	Edged	20	Body/Stagger	MKG lands, biting
	jumping or flying)				with two heads
Flying Bodyslam	® (while	Blunt	20	Body/	MKG thumps target
	jumping or flying)			Knockdown	with his massive body
Hurricane Winds	(while flying—	Energy	5 per second	None/Stagger	Blasts target with
	hold button down)		All Charles	-	wind, slowing him

30

Throws enemy

behind you





• Finishing Attacks

Move	Command	Damage Type	Damage Amount	Target Area/ Reaction Level	Description
Ears Box	(A),(A),(A)	Blunt	15	Head/Stagger	Final hit of chain claps
(combo finisher)					outer heads on enemy's head
Woodsplitter	→ +(A)	Edged	10	Body/Stagger	Leaping, two-headed strike
Lunge Smash	+ +A	Blunt	20	Overhead/	Skull-cracking, three-headed blow;
				Knockdown	does not strike prone enemy
Triple Uppercut	↓ + (A)	Blunt	5/5/15	Uppercut/Light/	Three-headed strike with
				Light/Knockdown	three potential hits
Double Kick	← +®	Blunt	10	Head/Knockdown	Wrestling-style drop kick
Stomp	↓ +®	Blunt	10	Feet/Stagger	Smashes prone target or
					standing target's foot
Overhead Kick	↑ +®	Blunt	20	Overhead/	MKG drops onto enemy
				Super Knockdown	from above
Tail Uppercut	→ +⟨x)	Edged	25	Uppercut/	Rising tail launcher; slow
				Knockdown	to execute
Tail Reverse	(+ \	Edged	15	Body/Knockdown	MKG turns, swipes with tail
Tail Sweep	♦ + ⊗	Edged	10	Feet/Knockdown	Long range trip-up
Blunting Wings	1 + 3	Energy	6	None/Stagger	Slow down charging opponents



Lunge Smash



Double Kick

Rear Attacks

Move	Command	Damage Type	Damage Amount	Target Area/ Reaction Level	Description
Head Strike	(with enemy to rear)	Blunt	15	Body/Stagger	Swinging head bash
Rear Tail Strike	(with enemy to rear)	Blunt	20	Body/Knockdown	MKG swats enemy with his tail

All-Out Attacks

Predictably, Mecha King Ghidorah™'s attacks (with the exception of his secondary energy attack) are almost identical to King Ghidorah™'s. Thus, any sequences you learned before are likely to work for him as well. However, his Tasers make it much easier to get a grab in now and then.

Chain	Commands
Bite, Bite, Bite, Double Kick	(A),(A),(←+(B)
Bite, Bite, Bite, Jump Up,	
Triple Lightning, Triple	A, A, A, +R, Z, Z, A
Lightning, Bodyslam, Bite,	+ B, X, A, A, A, + + B,
Bite, Bite, Overhead Kick,	Z (tap), A + B, N, B,
Taser, Bodyslam, Kick, Kick,	®, ← + A
Lunge Smash	

Mecha King Ghidorah™'s Resistances

Attack/Damage Type	Sensitivity
Blunt	Normal
Edged	Very Resistant
Energy	Very Vulnerable



ロモタナロスロソス汁™

his gigantic opponent can send other monsters running for the hills, but with the right strategy, you can render him completely helpless. First off, while it's temping to give him the electroshock treatment from long range—don't. Save your energy for your Destoroyah™'s energy attacks can shield. Why? Because nearly all of his attacks are energy-based, and your shield actually heals you when he uses



actually rejuvenate you, but you must be on the ground to use your

them. Horn Katana? Who cares? Micro Oxygen Spray? Just makes it easier to breathe. Rage attack? Bring it on! The only time this doesn't work is when he gets an energy power-up, which makes him recharge faster than you can handle—so see to it that he doesn't. Stay on the ground and block his heavy blows, countering with Triple Uppercuts and Double Foot Kicks. Oh, and Taser him only if you've got full health. You want him to use his energy attacks.

AXGU1RUS™

Our shield won't heal you much here, as Anguirus™ has a laughably weak energy attack. On the plus side, that means you can concentrate your energy on treating him like a lightning rod. When he gets close (which he must do to harm you), slap him with Tasers and get in a toss. His tail



You shouldn't have to use your shield much against Anguirus™, so fire away.

and spines deal edged damage, so your resistance should keep them from becoming a factor. Just don't get caught trading blows with him at close range-you're too good a grappler for that.

*'905/*2000

■ odzilla[®] is formidable, but you have counters for almost all of his moves. If he wants to use Atomic Breath or Atomic Fireball, use your shield to eat them. This forces him to get in close. You're highly resistant to edged attacks, so his claw strikes and



Godzilla® is always a tough opponent, but you're well equipped against him.

kicks glance right off of you, while you counter with quick attacks of your own. His tail can become a bother, so block it and follow up with a Tail Sweep, then follow that with an Overhead Kick (or Lunge Smash if he's still upright somehow). Your grappling reach is longer than his too, so don't hesitate to send him somewhere via air mail. If he charges in with a Headbutt, go airborne or meet it with Tasers.

G/GAX™

■ igan[™]'s speed makes him a tough opponent for you, though your resistance to edged damage is a blessing. Duck blocking can save you from many of his melee attacks while saving energy, and a nice grab and throw does wonders, especially if followed up with something heavy or high-voltage.



Gigan™ attacks so quickly and frequently that he's almost sure to wear your shield down.

Tasers make this even easier, and their importance in this fight can't really be underestimated. If he teleports, remind him that you don't even have to turn around to grab him.

RDDAX™

xpect to see Rodan™ in the air a lot during this fight. That's fine with you, though. Every time he uses his Uranium Heat Beam, he's running the risk of you converting it to hit points. Thus, he's got to get physical, and that's where you've got him. He's quick, so he might get in some hits (edged, mostly—ha!) or interrupt you here or there, but if you use your quick attacks (especially edged tail strikes) and Tasers wisely, you can tear him to pieces with your grapples. If he still wants to fly, knock him down with buildings, or (if you've got energy to burn), Hurricane Winds or Triple Lightning.



The Ghidorah™s can actually throw buildings over higher buildings than any other monsters.



MEGALOX™

■ Pis underground grab is going to give you fits, forcing you to burn powerful energy by flying to avoid it. At least, that's his plan. If you can avoid it by running and jumping, or expend just a little energy avoiding it right before he surfaces, he'll leap right up into your waiting jaws. His Napalm is troublesome, because your



Megalon™'s Burrow attack can force you to burn valuable energy flying to avoid it.

shield can't absorb it, but careful Taser deployment can keep his energy down, and blunt attacks damage him so quickly that it shouldn't be a crippling problem. Watch out for his powered-up fierce jabs, which shock you plenty, and use your Triple Lightning to interrupt his. Hurricane Winds can disrupt his Burrow if they hit him during the moment he hops up just before diving into the ground.

까೯೮೫೩೮0021118™

his may be the game's most difficult fight. However, if you're fast and manage your energy efficiently, it's very winnable. He's almost sure to begin with Rocket Fingers, which you should absorb whether you need the health or not. If you're fighting in the mothership (which you will be in Adventure mode), destroy the towers around you as quickly as possible by slamming him into them. If you don't, the Vorttak military



You'll need some careful moves and well-managed defense to get past Mechagoďzilla™.

will shred you. You're highly vulnerable to his energy weapons, so don't use your energy for anything but your shield. Try to close in and give it to him the old fashioned way with blunt strikes (he's as resistant to edged strikes as you are) such as Triple Uppercut, Lunge Smash, and Overhead Kick. Watch for Plasma Cannon, which will gut you.

You've got an edge on him with reach as well, so grab and throw him so you can catch your breath. Just realize that he wants you to be far away, and it might be better to just Taser him and then unload a good combo or two into him while his energy is depleted. Speaking of energy, don't even think about letting him get an energy power-up. Those are for you. Finally, your height advantage enables you to throw buildings over higher buildings than other monsters can. Getting some buildings between you to block his Plasma Cannon and nailing him in the kisser with one building after another may seem a bit cheap, but it's a great way to send your mechanized menace to the recycling bin.

XIXG *GX1DOXA*Y™

ou and he are nearly identical, so focus on doing the opposite of what he does to defuse his attacks. When he breathes Triple Lightning, absorb it, but do not waste energy retali- King Ghidorah™ offers you a decent ating with your version. Save it for your



challenge, but he hasn't got Tasers.

shield. When he attacks with blunt strikes, counter with edged attacks (you're a tiny bit faster, so this shouldn't be terribly difficult. Remember, your shield blocks physical attacks whether you have energy or not). When he flies, absorb or block his attacks and stab him with a Taser when he lands. His Rage attack is still worth avoiding, because you can absorb it all only if your energy is maxed and your timing perfect.

his one isn't as easy as you might think at first-you and Orga™ are surprisingly similar. You're both grapplers with a long reach. He's resistant to blunt damage, and you to edged (but he hardly has any edged attacks, and you've got quite a few



Orga™ has some crushing blunt strikes—be careful.

blunt). You both have secondary weapons that paralyze your target, although his doesn't drain energy like yours does.

In fact, your Tasers may be the key to this match. When Orga™ gets close, hit him with the Tasers, take an edged swipe or two if you feel lucky, and grab and toss him away (with Bite Throw—everything else is blunt). Then cook him with a half-charged blast of Triple Lightning. Because your Tasers have drained his energy, he won't be able to retaliate with much, and even if he does, you can use the remaining half of your energy to absorb it. Then heave a house or two at him while he closes again. Do not exchange blows with him at close range. His blunt attacks are too strong for you. If he decides to go long range, you can always hit him with lightning and absorb his Shoulder Cannon with your shield—just be sure to dodge the debris he's sure to heave at you.

オススコロロンスカン マメイフロスカン 1



Pere's another mirror match that revolves very heavily around energy management. First off, beware your opponent's Tasers like the plague, and realize that your own Tasers can be devastating to him. Anytime you connect with one, follow up with as much Triple Lightning as you can charge—if unblocked by an energy shield, it does crippling damage. Also use your breath weapon any time he takes to the air or falls to the ground (where even half damage is significant). After that, it's often a test of reflexes to see which player can erect energy shields the fastest, reach power-ups first, and remember to use blunt strikes instead of edged. Your speeds are obviously evenly matched, so use quick attacks during melee, and mix them up to make him second-guess his blocks.



The key to beating Mecha King Ghidorah™ is saving your energy blasts for when they'll do the most damage.



PRIMA'SOFFICIAL STRATEGY GUIDE





is unlocked only after you've played through Adventure mode with every monster available at the time: Godzilla® '90s, Anguirus™ Megalon[™], Godzilla® 2000, King Ghidorah™, Gigan™, Rodan™, Destoroyah™, and Mecha King Ghidorah™, Playing through Adventure mode with MechagodzillaTM unlocks the San Francisco (full city) and mothership battle arenas.

and blood, but of Space Titanium. Mechagodzilla™ come closer than any monster yet to accomplishing the almost impossible killing Godzilla®. Covered in nearly indestructible metal plating and armed with an explosive arsenal of lasers, missiles, and virtually anything else that can be shot at a target, Mechagodzilla™ is a staggeringly powerful opponent. He's one of the more advanced characters in the game, but in the hands of a master,

there's no greater destructive force on this, or any other planet.

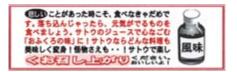






メモオレソ 加モナオム!

田田本





*F1GみT1NG STYLE: R*ANGED

Plain and simple, Mechagodzilla[™] is a giant gun. If you're standing anywhere in front of him, he has a weapon that can explode in your face, melt your flesh, or otherwise cause you serious discomfort. His fierce attacks revolve around his jet pack and his stomach-mounted Plasma Cannon, and they deliver maximum results with minimum energy expenditure. If it does get physical, he wields a number of strong melee strikes that can knock an enemy down and keep him down, and a limited flying ability that can combine with his jumping attacks to enable a very aggressive retreat.







Mechagodzilla™ has so much firepower, he makes the Death Star look poorly equipped.

タナアモメロナメタ

Despite a huge offensive arsenal, one of Mechagodzilla™'s greatest strengths is his metallic armor, which is highly resistant to edged damage. His ranged weapons are simply devastating: his Rocket Fingers are quided, making them virtually unavoidable, his Laser Beam Eyes have a long range and a quick trigger speed, and both his Plasma Cannon and his jets inflict fast, cheap damage—even against a faster opponent. He can fly, firing his eyebeams while airborne. If melee combat is unavoidable, his assortment of bone-crushing blunt strikes demonstrate to his opponent just what the ancient kung-fu masters were imagining when they coined the term "iron fist."







Mechagodzilla™'s defense is nearly as potent as his offense.

ルモスメメモタタモタ

Mechagodzilla™'s shining armor makes edged strikes nearly futile, but it's slightly weak against blunt strikes. But his biggest weakness is that he is very dependent upon energy for his ranged attacks and flight—if he runs out, a quick enemy can close and take advantage of his sluggishness in melee combat. His throws are weak, and his grabbing reach is only average. Also, he has a very small selection of edged attacks, so against an enemy who is resistant to blunt strikes, he has few options. His Rage attack can level cities, but it only fires forward and leaves an enemy plenty of room to escape the brunt of it. Finally, his Rocket Fingers require ammo, so their use is severely limited, and he runs like a tortoise with two bad knees and flies only slightly faster.







He's not fast, but when you hit this hard, you don't have to be.

ЛГЕСИЯ GDD211.1.Я™

King Ghidorah[™] may be more popular with the fans and hold the title of Godzilla®'s arch enemy, but the Big G's most dangerous enemy is actually the robotic Mechagodzilla™, who brings Godzilla® to the brink of defeat, even death, every time the two meet. This mechanical menace first appeared in 1974's Godzilla® Against Mechagodzilla™, released in U.S. theaters in 1976 as Godzilla® vs. the Bionic Monster. He was an instrument of conquest constructed by a race of ape-like aliens called the Simeons, intent upon conquering the Earth.

Despite eventual defeat at the hands of Godzilla® and a vaquely lion-ish monster named King Caesar. Mechagodzilla™ would return a year later in the very next Godzilla® film, Mechagodzilla™'s Counterattack (known as Terror of Mechagodzilla™ in the West). He would again nearly defeat Godzilla®, this time with the help of an aquatic lizard monster named Titanosaurus, before being driven back in the 11th hour.

In 1993. Toho introduced a redesigned Mechagodzilla™ in Godzilla® vs. Mechagodzilla™ II. This time, the gleaming metal titan was humanity's defender, constructed by the Japanese government using salvaged pieces of the defeated Mecha King Ghidorah™. Mechagodzilla™ came closer than ever to killing Godzilla® this timethe giant reptile was only saved when Fire Rodan™ nobly sacrificed his own life. Of course, a reenergized and thoroughly ticked off Godzilla® then melted MG into slag, but it's not over yet. Mechagodzilla™ will return once again in December of 2002, for the 26th Godzilla® film, Godzilla®® vs. Mechagodzilla™ III.



■ MONSTER MOVES

All moves are listed as if Mechagodzilla™ is standing on the left, facing an opponent on the right. If your positions are switched, the directional commands must be reversed.

Primary Beam Attack: Laser Beam Eyes

The metallic one's dorsal spines glow tellingly, and a brilliant blue laser bursts from his illuminated eyes, searing anything it strikes. It inflicts only average damage, but only Gigan™'s eyebeam fires faster.

Laser Beam Eyes Damage Progression

Percent Charged (%)	Damage	Reaction Level	Range
0-50	2 + 5 per second	Light	550 meters
51-99	10 + 10 per second	Stagger	550 meters
100	35 + 15 per second	Knockdown	550 meters



Laser Beam Eyes

Secondary Breath Attack: Rocket Fingers

Mechagodzilla™ launches a volley of nine small, purple missiles from his hands, which drift ominously toward their target and are nearly impossible to avoid. This attack is limited in that it requires ammunition. Mechagodzilla™ starts with three shots and refills spent shots by obtaining energy power-ups.

Mechagodzilla™ can also fire his Laser Beam Eyes while airborne, for a fixed energy cost of 40 percent.

Rocket Fingers Damage

	Energy Required	Damage	Reaction Levi
Rocket Fingers	1 ammo charge	8-72 (8 per rocket)	Stagger
Laser Beam Eyes	40%	15	Stagger
(airborne)			



Laser Beam Eyes (airborne)



Rocket Fingers

Rage Attack: Full Weapons Strike

Mechagodzilla™ squares himself and unleashes every one of his weapons: Laser Beam Eyes, Rocket Fingers, Plasma Cannon. It does not have a circular or spherical blast pattern, but it can do anywhere from a measly 8 to a brain-scrambling 137 points of damage (depending upon what attacks hit) to a target in front of him.





Basic Attacks

Move	Command	Damage Type	Damage Amount	Target Area/ Reaction Level	Description
Jab	A	Blunt	5	Head/Light	A straight punch
Kick	B	Edged	10	Body/Stagger	A simple kick
Plasma Cannon	8	Energy	10	Body/Stagger	A blast of energy from belly cannon; uses 8% energy
Punch	(while running)	Blunt	10	Head/Stagger	Lunging, heavy punch
Duck Jab	(while	Blunt	5	Body/Light	Decent punch from
	crouched)				low position



Scissor Legs

Getup Attack								
Move	Command	Damage Type	Damage Amount	Target Area/ Reaction Level	Description			
Scissor Legs	® or 📎	Edged	10/10	Body/Knockdown	MG spins legs in complete			





Move	Command	Damage Type	Damage Amount	Description
Grab	(A)+(B)	_	_	_
Throw		Blunt	20	Throws the enemy
	holding enemy)			straight ahead
Flying Throw	® (while	Blunt	25	MG jets up into the air
	holding enemy)			and heaves opponent
Laser Fountain	(while	Energy	30	Unloads Laser Beam Eyes so
	holding enemy)			strongly that enemy's lifted
				into the air; drains 15% energy

Laser Fountain





Jumping Attacks

I	Move	Command	Damage Type	Damage Amount	Target Area/ Reaction Level	Description
	Jump Punch		Blunt	15	Body/	Also hits opponents
		or flying)			Knockdown	lying on ground
	Jump Kick	® (while jumping	Edged	15	Overhead/	Deadly attack that
		or flying)			Stagger	puts the "ump" in "chump"
-	Jumping Jet	(while jumping	Blunt	15	Overhead/	Diving attack with jets;
	Attack	or flying)			Knockdown	hard to target, but effective

Jumping Jet Attack



Finishing Attacks

Move	Command	Damage Type	Damage Amount	Target Area/ Reaction Level	Description
Double	→ +(A)	Blunt	20	Overhead/	Two-handed overhead slam
Hammerfist				Knockdown	
Overhand	+ +A	Blunt	15	Overhead/	Long-range strike that hits
				Knockdown	prone opponent
Uppercut	↓ +®	Blunt	20	Uppercut/Knockdown	Huge strike that launches target skyward
Spin Punch	^ + (A)	Blunt	5/10	Head/Light/Stagger	Whirling, two-hit move
Roundhouse	→ +®	Edged	25	Body/Knockdown	Slow roundhouse kick with great range
Double Kick	← +®	Edged	20	Body/Knockdown	Leaping forward strike with both feet
Stomp	↓ +®	Blunt	10	Feet/Stagger	Put your foot down on prone enemy
Jet Attack	→ +\(\forall \)	Blunt	25	Body/Knockdown	Head-down bullrush that leaves MG
	ŭ				turned around; this attack can be steered
Plasma Cannon	(+)	Energy	20	Body/	Stronger plasma blast that saps
Finisher				Knockdown	20% energy
Jet Sweep	↓ +⟨x⟩	None	0	None/Knockdown	Does no damage, but pushes enemy far away
					for no energy cost; works through buildings
Plasma Uppercu	t ↑ +⊗	Blunt	25	Body/Knockdown	Upward-angled plasma blast with long range; costs 20% energy

Double Hammerfist

Uppercut

Rear Attacks

Move	Command	Damage Type	Damage Amount	Target Area/ Reaction Level	Description
Jet Sweep	(enemy to rear)	None	0	None/Knockdown	No-damage, unblockable knockback

All-Out Attacks

Mechagodzilla™ is ridiculously powerful from long range, so focus on bombastic artillery strikes. If you do get caught up in melee fighting, focus around biding time for your energy to recharge while simultaneously pushing your opponent back out into blasting range.

Chain

Jet Sweep, Rocket Fingers/Laser Beam Eyes (full charge) Kick, Uppercut, Rocket Fingers/Laser Beam Eyes (full charge), Punch, Punch, Plasma Cannon Finisher, Plasma Cannon Finisher, Rocket Fingers

Commands

◆+⟨x⟩, Z (tap, then press again immediately after and hold)

B, ♣+A, Z (tap, then press again immediately after and hold), (while advancing), (a) (while advancing), ←+⟨x⟩,←+⟨x⟩, Z (tap)

Mechagodzilla™'s Resistances

Attack/Damage Type Sensitivity

Slightly Vulnerable
Very Resistant
Normal



AXGU1RUS™

nguirus™ is a cake walk. His low posture makes him hard to hit with Laser Beam Eyes (unless you aim manually), but you'll have no such trouble cooking him with either shot of your Plasma Cannon. Our spiny friend takes full damage from energy weapons when he's standing, but only



Anguirus™'s spiny shell is much less of a concern to a monster with a strong invulnerability to edged attacks.

half when on all fours. He's got to close with you to have a chance, so use Jet Sweep liberally to drive him both backward and completely crazy. Or, him get in close and then club him with a giant Uppercut. Whatever attack you use, realize that because you're so very immune to the edged damage his shell block causes, you'll have no ill reactions when you strike it! Sure, you may take a nick of damage if you smack with an Overhand, but you won't be holding your hands afterward. He does have a low tail sweep that you need to jet over, but your Spin Punch and Double Kick can beat him up pretty well. Rocket Fingers do little damage (he's almost sure to be running when they hit, and so he'll take only half damage. Here's a great move if you manage to grab him: throw him against the wall, then hit him in midair with a Plasma Uppercut. Brutal.

RODAN™

on't try to compete with the featherless flyer in the air. Plasma Uppercut is his kryptonite; follow it with Rocket Fingers and Laser Beam Eyes the minute he hits the ground. You needn't always dodge his Uranium Heat Beam, but at least block much, much faster.



Rodan™ has a tough time matching up with you, but he's nonetheless

it. If your energy is low, count on bricks and mortar to leave quite a mark on him, airborne or not. If he decides, for some reason, to attack you melee-style, kick him, grab him, or Jet Sweep him into next week.

G/GAX™

■ igan[™]'s strategy is all about getting up close and slicing away with his blade-like hands. Which, given your resistance to edged damage, is more of an annoyance than a threat (watch his basic jabs, though-they're blunt). He could whittle away at you though, so try ducking and feeding



Gigan™ struggles to get close to you, so always have a present waiting for him.

him a big, fat, metal knuckle sandwich, also known as the Uppercut. If he teleports, either Jet Sweep him away or better yet, grab and throw him. Offensively, go for speed of execution over damage level, with plenty of quick Plasma Cannon blasts and fire-and-forget Rocket Fingers. If you get him down, fry him like the freakish mecha-cyber-chicken that he is.

X1XG GX1D0RAX™

■ ing Ghidorah™'s lightning is no match for your long-range arsenal, so if he wants a shootout, hang back and give him one, interrupting his charging procedure with Laser Beam Eyes and letting Rocket Fingers sneak up on him (they're great against airborne targets—fewer



Rocket Fingers work wonderfully against slow fliers.

buildings to run into). Plasma Uppercut keeps him from going airborne on you, though he's an easy target for thrown items as well, which saves energy. If he gets close, send him flying back with either Plasma Cannon strike. If he gets past even that and wants a boxing match, you could have troubles. His reach is way longer than yours, and you have few edged attacks. Block when you can, sink some metal-toed kicks into Mr. Golden-bod, and then try to grab and throw him.

MEGALOX™

Legalon™ lacks a long-range game, so do your best to get the drop on him early. If he starts to Burrow, you have three choices. One: try to outrun him, which is possible, but not easy (try to run to an open area-it'll make both evasion and targeting easier). Two: perform a Jet Attack to cover a lot of ground in a short time. Three: just stay where you are and conserve your energy, then take to the air when he gets close. When his energy is exhausted and he surfaces, dazed, drop down on him with any of your jumping attacks, a grab and throw, or any other sadistic act that enters



Blunt attacks quickly crush Megalon™.

your transistorized noggin. One good close-up attack is your Uppercut, but anything blunt sends him reeling. Don't rely too much on quick shots from your Laser Beam Eyes in this match; Megalon™ just takes the opportunity to get close to you.



D*ESTOROYAX*™

his fight can be either very easy or very hard. However, there's little chance of it being very long, as you and D are the two most explosively powerful monsters in the game. What should be long is the range from which you fight. Destoroyah™'s got no long-range



This fight won't take long, but it'll make quite a mess.

action, and he runs about as well as you (which is not well at all), so lay into him with fully charged Laser Beam Eyes from far away, and pelt him with Rocket Fingers and buildings during recharge. Obviously, energy power-ups are crucial, but if you're far away and it's on his side, let him have it—he'll never get close enough to use it. If you slip and let him in, use your Plasma Cannon to knock him back, but be careful—he's going to come with his Horn Katana, and it's got your laser-powered belly button beat. Better to Uppercut, grab and throw, or Jet Sweep him away.

アンス・カンド マインラル *GX1DDRAY™*

■ our only real handicap here is that MKG's energy shield is going to eat anything you shoot at it and convert it to health. Sink a volley into him in the beginning of the match; he can't gain more than 100 percent health, so you've got nothing to lose. His shield also doesn't work when he's air-



Try to blast Mecha King Ghidorah™ when his energy is low, to avoid his shield.

borne, so knock him down with Laser Beam Eyes, Rocket Fingers (risky, because he could just) land and absorb them), or Plasma Uppercut, and feel free to keep it up while he's rolling around in a heap on the ground. When energy is low, find things to throw at him. He's a bit easier to damage during melee than his more organic counterpart, because he's just as slow, but not resistant to blunt damage. He resists edged attacks a bit, but you have so few of those, it doesn't matter. He has a great reach, but your speeds are fairly evenly matched, so get a few punches and throws in, then set him up for a little more target practice with a Jet Sweep finisher. Oh, and watch out for MKG's secondary weapon, the Tasers—they'll leech away your energy. The good thing is they take ammo, so when it's gone, you've got no worries.

GDDZ1LLA® *'905*/2000

wow, this is simply a classic fight. This time however, the big lizard is going down. Your Laser Beam Eyes actually can't compete with his Atomic Breath (though they interrupt it well) at long range, so let him If you can avoid Godzilla®'s tail, come to you-or at least, let him try. Slow his progress with Rocket Fingers, and if



you can easily win this match.

there's a building in between you, jet up and hit him with just a shot of Laser Beam Eyes. Give him a strong taste of the old Plasma Cannon, and use Jet Sweep to help him take a few steps back. Up close, he's only a bit faster than you, and his moves are limited (unless he insists on polishing you with ineffective edged attacks), but his tail can and will send you to the body shop. Avoid or block it, and remember to start chains with quick attacks but finish them with strong ones. If you grab him, try that wall/Plasma Uppercut sequence. Your air attacks can be useful here too, as long as you aren't just floating up there like a balloon waiting to be popped with a fireball or breath attack. Above all, remember that Godzilla® is a savage attacker with an iron will and an unnatural threshold for pain. Test it, and constantly press the attack. If you don't, he won't go down.

who's a monster who's incredibly skilled at close-range combat? By standing in a different zip code and barraging him with energy attacks, of course. Lob a few houses at him too-he's resistant to blunt attacks, which is almost all Orga™, like most grapplers, should you have, so you really must stay away



be kept as far away as possible.

from him. If you do meet up close, don't underestimate his reach, or his Paralyzing Goo secondary weapon. Orga™ isn't fast, but he's got a longer reach than you and some damaging blunt attacks, so don't grapple with him. Uppercut, Jet Sweep, and Plasma Cannon your way to the Land of More Breathing Room and resume the bombardment. You can also lurk around cover, opening fire when he lurches into view.

까೯೮೫೫೮0021LL೫™

id someone say shootout? This battle typically takes the form of two giant robots standing half a city apart and absolutely *shelling* each other. Watch your energy and use cover to minimize damage taken while you recharge. If your opponent is smart, he won't come in close because he knows that by now, you've perfected your defense. If he tests you, use the big three: Uppercut, Jet Sweep, and Plasma Cannon to pass with flying colors, and mix in some air attacks or Hammerfists to make it interesting (remember, that metal body doesn't like blunt hits). Obviously, power-up management and positioning are key when two opponents are this evenly



Don't let your opponent get an energy power-up, or you'll be in serious trouble.

matched. Get what you can, and try to always have something nearby to hide behind or throw. That'll make this, or any other match where your opponent seeks to go long range on you (especially people who've read the vs. Mechagodzilla™ strategies in this book), winnable.



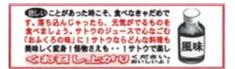
PRIMA'SDFFICIAL STRAFEDY GUIDE













FIGHTING STYLE: MELEE/GRAPPLING

Because his Burrow move enables him to approach or retreat from an enemy unmolested, Megalon™ is actually a mid-range grappler, the only one in the game. He also boasts some wicked melee moves, which he unloads quickly. Particularly useful are his Napalm and his fierce attacks, in which he charges his drill-like

hands with crackling, blue electricity and drives them right into his enemy. Because of his sensitivity to blunt damage, he has to retreat and regroup often, but don't expect more than a momentary reprieve.







Megalon™ is the only mid-range grappler in the game, thanks largely to his unique Burrow attack.

STRENGTHS

Megalon™'s greatest strength is actually his Burrow attack, which enables him to roam the battlefield at will—impervious to all damage (even Rage attacks)—and surface with an unblockable grab. It also helps him beat a hasty, unhindered retreat, or chase down power-ups with ease. Megs is also the second fastest monster in the game (third if you count Rodan™), quite able to leap in with an overhead attack and retreat immediately, leaving his enemy swinging at mid-air. He interrupts well, he is the only monster to wield energy-based physical attacks, and his jumps have a hovering quality that helps him evade low attacks. His secondary breath weapon, Napalm, is priceless for its ability to break down an opponent's defense or deter a would-be pursuer. He boasts strong energy/piercing attacks, a beam weapon that is quite potent at full charge, and a resistance to edged damage.







With a large arsenal of attacks and a long reach, Megalon™ can pose a serious challenge.

Wモオメメモタタモタ

Megalon™ is best suited for mid-range fighting. If he gets too far away, his Lightning attack will not reach its target. If he gets too close, an opponent may be able to exploit his Achilles' heel: a crippling weakness against blunt attacks. Aside from his Burrow attack, he does not grapple well, he has a poor rear attack, and his sweeps lack the reach of those used by long-tailed opponents. Also, as useful as his Burrow attack is, it burns energy very quickly, and if he happens to miss an attempted grab when he surfaces, he's stunned and helpless.







Tough as he is, Megalon™ doesn't have a strong long-distance game, and he takes blunt damage poorly.

π₹*GALOX*™

An exterminator's worst nightmare, the giant cockroach monster known as Megalon™ teamed with Gigan[™] to threaten the safety of the human race in Godzilla® vs. Megalon™, released in Japan in 1973 and the U.S. in 1976. The monster was worshipped as a god by the people of Seatopia, an underwater (and underground) kingdom very like Atlantis, which is being ravaged by unknowing surface dwellers' continued nuclear tests. They send Megalon™ to retaliate, and a war for control of the surface begins. On one side: Godzilla®. On the other, Gigan™, on Ioan from his alien masters, and Megalon™. This menacing duo may truly have defeated Godzilla®, were it not for Jet-Jaguar, a humanoid robot who learned how to grow to Ultraman-like size just in the nick of time.



All moves are listed as if Megalon™ is standing on the left, facing an opponent on the right. If your positions are switched, the directional commands must be reversed.

Primary Beam Weapon: **Lightning Attack**

Megalon™'s horn and arms glow blue, and a powerful blast of coiled lightning bursts from his horn. It doesn't reach all the way across the battlefield, but it can inflict formidable energy damage when fully powered up.

Lightning Attack Damage Progression

Damage	Reaction Level	Range	
2 + 7 per second	Light	400 meters	
10 + 15 per second	Stagger	400 meters	
35 + 20 per second	Knockdown	400 meters	
	2 + 7 per second 10 + 15 per second	2 + 7 per second Light 10 + 15 per second Stagger	

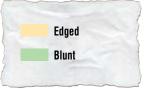


Lightning attack

Secondary Breath Attack: Napalm

This is quite possibly the most useful secondary weapon in the whole game. Megalon™ spits a flaming ball of jellied gasoline onto the ground at his target's feet. It bursts into flame, burning the enemy's feet and leaving him hopping on one foot, overcome by pain and simply begging to be grabbed and thrown (Hint: use Burrow to grab him so you don't burn your own little footsies). The flame lingers, making the ground impassable for several seconds.





Napalm Damage

Energy required	Damage	Reaction Level
60%	7	Stagger (hurt foot)

Napalm

Rage Attack: Magnetic Vortex

Megalon™ crouches down and begins charging his attack, and all surrounding enemies are pulled irresistibly toward him. When he feels the time is right, he unleashes a spherical burst of rippling magnetic energy that inflicts 40 points of damage on every target within its blast radius.





Energy Punch

Basic Attacks

	Move	Command	Damage Type	Damage Amount	Target Area/Reaction Level	Description
	Jab	A	Edged	5	Head/Light	Megalon [™] pokes quickly with one drill-bit hand
	Kick	B	Blunt	5	Body/Light	A heavy, forward-leaping kick
ų	Spin Kick	® (2nd kick in	Blunt	8	Body/Stagger	A strong, twirling heel kick
5		a ®, ® sequence)				
-	Energy Punch	8	Energy	10	Head/Stagger	Megs stabs forward, electricity crackling around his hand
	Drill Punch	(while advancing)	Edged	10	Head/Stagger	Forward punch with one spinning drill-hand
	Duck Jab	(while ducking)	Edged	5	Body/Light	Quick jab while crouched

Getup Attack

	Move	Command	Damage Type	Damage Amount	Target Area/Reaction Level	Description
ı	Spinning Getup	® or ℜ (when face down prone)	Blunt	15	Body/Knockdown	Short-range getup sweep
Ē	Back Flip	® or ⋈ (when face-up prone)	Blunt	20	Uppercut and Overhead/Knockdown	Hits to both front and rear

Grabs and Throws

Move	Command	Damage Type	Damage Amount	Description
Grab	A + B	_	_	
Throw	(while holding opponent)	Blunt	20	Throws the enemy straight ahead
Spine Spin	® (while holding opponent)	Edged	25	Spins enemy on tip of drill hand, then drops him
Shocker	(while holding opponent)	Energy	25	Megalon™ throws enemy down, leaps into the air,
	CHERTEN MET		No. of Concession, Name of Street, or other Designation, or other	and comes down, impaling his target



Shocker

MEGALON

Jumping Attacks

Move	Command	Damage Type	Damage Amount	Target Area/Reaction Level	Description
Jumping Drill	(while jumping)	Edged	20	Overhead/Knockdown	Leaps up and comes down drilling;
					also hits opponents lying on ground
Jump Kick	® (while jumping)	Blunt	15	Body/Stagger	Floats forward slightly, kicks with one leg
Jumping Dive	(while jumping)	Edged	15	Overhead/Knockdown	Swooping attack; hits grounded targets too

• Finishing Attacks

Move	Command	Damage Type	Damage Amount	Target Area/ Reaction Level	Description
Double Hand Drill (combo finisher)	(A), (A), (A)	Edged	20	Body/Stagger	Megalon™ leans forward and spins both drill hands
Horn Uppercut	→ + (A)	Blunt	20	Uppercut/Knockdown	Megalon [™] gores with his horned head
Backhand	← + A	Blunt	15	Head/Stagger	Powerful forward slap
Overhand	↑ + A	Blunt	20	Overhead/Knockdown	Leaping, two-handed smackdown
Root Canal	↓ + ♠	Edged	24	Feet/Knockdown	Aims both drills at opponent's feet
Slugger Kick	→ + ®	Blunt	25	Body/Knockdown	Hopping roundhouse kick
Double Kick	← + ®	Blunt	20	Body/Knockdown	Leaping, backspinning wrestler kick
Stomp	↓ + ®	Blunt	10	Feet/Stagger	Sorry, were you lying on the ground where I stomped?
360 Twirl	→ + ⟨x⟩	Blunt	20	Feet/Knockdown	Megs spins forward like some kind of giant bug pinwheel
Energy Arc	(+ (x)	Energy	25	Head/Knockdown	Megs powers up both hands and sticks them into an enemy
Ditch Digging	♦ + ♦	None	0	None/Stagger	Megs drills into the ground, throwing up dust and dirt clods
Advancing Energy Arc	+ *	Energy	15	Overhead/Stagger	Fires small ball of energy



Slugger Kick



Double Kick



Stomp



Advancing Energy Arc

Rear Attacks

Move	Command	Damage Type	Damage Amount	Target Area/Reaction Level	Description
Ditch Digging	(enemy behind you)	None	0	None/Stagger	Disabling drilling attack, identical
					to the forward-facing finisher

Miscellaneous Moves

Move	Command	Description
Burrow	L + R	Megalon™ dives underground (hold ∟to move faster), where he is
		impervious to damage and can move freely unless his energy runs out
End Burrow (no grab)	(while underground)	Megalon™ surfaces
Burrow Grab	A + B (while under-	Megalon™ rises, catching opponent in an unblockable grab.
	ground beneath enemy)	Beware! If you miss, you'll be stunned.

Megalon™'s Resistances Attack/Damage Type Sensitivity

Attack/Damago Typo	Conditivity
Blunt	Very Vulnerable
Edged	Resistant
Energy	Slightly Resistant

All-Out Attacks

Megalon™ is all about hitting and retreating, and then using Napalm and Burrow together to first pin an enemy down and then get your shiny, pointy, shocky little mitts on him. Here's a typical sequence, which leaves your enemy few opportunities to swing back.

Chain
Napalm, Overhand Attack, Jump
forward, Overhand Attack,
Burrow Grab, Shocker, Burrow,
End Burrow, Energy Punch,
Energy Punch, Slugger

-	
	v (quick tap), ↑ + ♠, ← + ℝ, ↑
	+
	$\langle x \rangle$, \Box + \Box , (A) , $\langle x \rangle$, $\langle x \rangle$, \Rightarrow + (B)

Commands

Burrow Grab





GODZILLA® 2000/*905*

odzilla[®] will probably run right at you, so give him an early taste of Napalm, then Burrow, Burrow Grab, and use the throw of your choice to create some distance. Godzilla@'s tail is like kryptonite You're faster than him, and he's quite to you-watch out for it!



durable, so hard-hitting attacks such as heavy kicks, Jumping Drill strikes, and even simple Energy Punches are a good idea. Your Ditch Digging interrupts him when he jumps or charges in. You can also do some good damage using your breath weapon, if you can charge it up and keep Godzilla® in range. That's a big if, so you may want to save your energy for Napalm. If there's lots of cover, you also can do well with a building-tossing, throwand-run attack style. Do not try to get behind Godzilla®, and watch carefully for his sweeps—avoid that tail at all costs. It will smash you like a . . . bug.

X1XG GX1DDRXXX™

■hen he powers up his lightning, you need to Burrow or interrupt him. Overhand is a good way to cover a lot of ground, despite his resistance to blunt damage. Grabs, Energy Punches, and any drilling attacks help you chip away at that shiny, gold hide of his. Watch closely for



Napalm is a good way to keep King Ghidorah™ where you want him.

his four-hit @ finisher, a blunt head clap that really rattles your fillings. Use your speed to strike and retreat quickly, and try to hem him in with Napalm, then Burrow Grab. If there's cover, you can always make old KG a crown of thrown buildings. Maybe three of them!

RDDAX™

nother quick opponent, Rodan has a serious airborne focus. This makes him tough, because you don't have many anti-air moves. If he's flying and he's close, go with Lightning or an Overhand (but only if you're sure you won't miss). If not, toss a building his way or just dodge and Burrow, waiting for him to



Rodan™ is difficult to hit while flying, but can be manhandled by you if he touches down.

run low on energy and land. When the birdbrain's clawed feet hit the ground, he's all yours: throw him, throw things at him, and barrage him with edged attacks (to which he's incredibly sensitive) from your lovely, drilling hands. Just watch out for his blunt getup attack, because it'll give you a headache like you wouldn't believe.

AXGUIRUS™

and can be tough to anticipate. Inguirus has a deep move set Defuse this situation by staying just out of reach, using Napalm, thrown buildings, and your lightning blasts to keep him at bay. Anguirus is the only monster with a shorter-range breath attack than you, so take



Keep Anguirus™ at arm's length with beam attacks, and don't let him throw things at you uninterrupted.

advantage of it. Jumping attacks will backfire big time if he crouches, so stick to ground moves and energy attacks. If he does get in close, grab and throw him, then cook him when he hits the ground.

G/GAX™

r. No Depth Perception is actually faster than you, and can dissect his specimens with blinding speed. Watch for him teleporting behind you, because your rear attack is difficult to follow upconsider just grabbing him instead, or run when you see him begin to teleport. Gigan is a berserker who often runs right



If you can keep Gigan™ at this range, you'll have a very good chance of winning the match.

at you. Try to keep him from getting too close with Napalm, Advancing Energy Arc, and thrown items, and use Horn Uppercut, sweeps, and other energy attacks to punish him when he does get too close. Remember your strike-and-fade skills. You can often surprise him with far-reaching, mid-range jumping attacks, but avoid Slugger Kicks or Double Kicks—they tend not to work. Your resistance to edged attacks helps you here, but if he gets too tough to handle or gets a Rage power-up, Burrow away and regroup.

*D₹5TDR*D*Y*A*H*™

estoroyah's purple beam attack is a tiny bit longer-reaching than your Lightning, so don't test your luck. The advantage the giant bug (you) has over the giant crab (he's made of prehistoric crustaceans) is speed, so use it. Get in and then get out as quickly as possible to avoid getting caught in the mess that is



Destoroyah™ will skewer you in a heartbeat if you don't steal every power-up you see.

his midrange arsenal. Overhand attacks and Slugger Kicks work well here. Watch for his Horn Katana if his energy is high enough, especially if you jump frequently. It's bad, bad news. Try to pelt him with thrown objects, and when his energy does deplete, get in close and rip into him with some nice, guick, destructive combos, especially edged attacks. He's also a big target for Napalm, and one of the most satisfying throws in the game. Finally, if a power-up of any kind appears, Burrow straight toward it. You can't afford to let him have them.



This cybernetic version of KG is resistant to edged attacks, which kind of stinks. Go blunt when you can, and avoid energy attacks anytime he has even a little energy—his shield converts energy attacks to health, and you *don't* want to recharge him. Kicks and Overhand attacks are fine,



When Mecha King Ghidorah™ 's energy is depleted, hit him with your beam weapon.

and you can hit him with Lightning when his energy is exhausted. Burrow to avoid his Tasers, because you need your energy for more Burrowing. MKG is just as slow as the nonmetallic version, so use Napalm and your grabs to keep him where you want him. He may start flying to avoid your Burrow Grab. If you can, wait him out, but if he has more energy, just Burrow over to cover and surface safely. Beware of his Flying Bodyslam, which is devastating to you. However, if your blocking is up to scratch, you'll be okay.

ORGA™

rga's giant paws can reach farther than you might expect, but his ground speed is slow, so strikeand-move tactics focusing upon jumping attacks work against him. He's very resistant to blunt attacks, so don't bother with them. If he charges up his Shoulder Cannon, just run to the



When fighting Orga™, be very careful of his reach—it's longer than you think.

side and hit him with Lightning, or Burrow in and grab him. Napalm works very well, but watch for his secondary weapon: Paralyzing Goo, which can turn you into a helpless statue for a few moments. Play a very defensive game here, because he has a wealth of powerful blunt attacks that will devastate you if not blocked or avoided. You can try to interrupt, but it's better to use Ditch Digging and push him completely away. In fact, if you have the space, the patience, and enough items to throw, the safest option is to go long range with this battle, 'cause if he can't reach you, he can't squish you.



ガモにメオロロロ21LLオ®

This guy is highly resistant to edged attacks, so stick to blunt and energy-based attacks if you want to make dents instead of dings. He would prefer to stay at range and bombard you with artillery blasts, so get in close. Luckily, you can Burrow. He likes to fly to avoid you and then kick you as you surface. Once he's worn his energy down, use this trick to keep it



There's a quick, Megalon™-only trick to hemming in Mechagodzilla® and taking a big chunk out of his health bar.

low: Anytime you Burrow, he'll likely take to the air to avoid it. Fine. Just don't use your energy weapons, and Burrow anytime he gets more than a little bit of energy. He'll fly, burning up his energy and leaving himself powerless. Even if you don't grab him upon surfacing, it becomes a hand-to-hand battle, where you have a serious speed advantage.

If you can get your hands on him, you can rack up quite damage by throwing him into the wall, hitting him with Napalm, then Burrowing and grabbing him again right when he surfaces. You can repeat this until he gets wise and rolls away. Mechagodzilla® has a longer reach but rarely grabs, so you can often grapple against him. If there's cover nearby, you can trap him in a narrow space with Napalm, or keep your distance and pelt him with thrown objects.

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πモGЯLOX™

The key to this match is managing your energy: Burrowing is your most powerful defensive weapon, and Napalm is one of your most effective weapons, even against yourself. Remember your weakness to blunt attacks and break out the kicks and Overhand attacks. Also, slam yourself in the head with buildings whenever possible.



Have you ever noticed how you sometimes give yourself hotfoot walking into your own Napalm? Remember that it works.

伝説の怪物たち



PRIMA'SOFFICIAL STRATEGY GUIDE



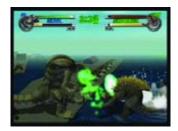


something with gigantic hands, and even actually do it.



*F1GXT1XG STYLモ: GRAPPL1X*G

Look at those mitts—do you honestly think you've got a chance once these meat hooks clamp down on you? No way. OrgaTM's reach is very long, and he grabs hold of his target quicker than a praying mantis. Once an enemy's in his grasp, forget it—Orga[™] will snap him like a twig, using any number of moves that wouldn't be legal in a real wrestling ring. He's dogged in his pursuit, and he can use his Paralyzing Goo and Shoulder Cannon to cut off his quarry's escape routes, herding the hapless foe within reach of his prodigious palms.







When Orga™ clamps down on you, you're in for a pounding.

*ら*ナスモメロナメタ

Orga™ has the greatest grappling skill of any monster, a brutal advantage that he loves to exploit to its fullest. His Paralyzing Goo is specifically designed to enable him to demonstrate this skill, and his Shoulder Cannon is guick enough to interrupt an enemy charging up a long-distance dedication. He can grab a victim from a remarkably long distance away, and what he does afterward leaves a mark—big time. If he isn't grabbing you, he's inflicting fierce blunt damage by thumping you over the head with his carapace. Also, if you're insane enough to be close to him, you'll quickly notice that laying a blunt attack on him is like hitting a helmeted football player over the head with a daisy.







Orga™ is quicker than you might expect, given his size.

OrgaTM's skillful grappling and blunt attacks have squeezed most of the knowledge of edged attacks right out of his brain. Against a blunt-resistant opponent, he has few choices. His running speed is also a mere shadow of his quicksilver-fast grapples, making it hard for him to get to a needed power-up (don't get us wrong; he's no King Ghidorah™, but he's no Gigan™ either). Finally, his Paralyzing Goo has a very high energy cost, and while his Shoulder Cannon has a respectable speed and damage rating, he simply can't pivot as quickly as other beasts can turn their heads, so its side-to-side motion after firing has begun is limited.







Just don't ask for edged attacks, and you'll get along just fine.

After Godzilla® vs. Destoroyah™ was released in 1995, the Big G went on a welldeserved vacation. Toho made a trilogy of kiddie-targeted films starring Mothra (and two different forms of King Ghidorah™), and then prepared to introduce a brand new Godzilla® in Godzilla® 2000. But what opponent could challenge the new King of the Monsters?

The answer arrived in the bizarre form of Orga™. a shapeshifting monster who crawls out of a UFO found encased in stone on the bottom of the ocean. It mimics Godzilla®'s cellular structure to adapt to our atmosphere and takes the form of a sort of hunchbacked, bipedal turtle with long arms, massive clawlike hands, and an enormous energy cannon on one shoulder.

Orga™ fought Godzilla® to a standstill, and even gained the upper hand when it began draining the irradiated reptile's life force like a vampire. However, the creature made one fatal mistake: it got greedy, and sought to literally swallow the King of the Monsters outright to absorb his essence more completely. Godzilla® played along and let his entire head and shoulders be drawn into Orga™'s extended mawand a split second after the creature's eyes widened in doomed realization, the Big G proved both messily and explosively that no matter how hard a turtle's shell is, it's pretty soft if you start from the inside and work your way out.



All moves are listed as if Orga is standing on the left, facing an opponent on the right. If your positions are switched, the directional commands must be reversed.

Primary Beam Weapon: Shoulder Cannon

From a hole in his carapace. Orga™ fires a vellow beam of kinetic energy, which slams into its target with tremendous concussive force. It has great range and fires fairly quickly, although, because it's emitted from his shoulder rather than his head, its firing arc is decreased, making it tougher to rotate sideways to maintain a target lock. Barely perceptible when charging, it often can catch an opponent by surprise.

Shoulder Cannon Damage Progression

Percent Charged (%)	Damage	Reaction Level	Range
0–50	2 + 5 per second	Light	550 meters
51-99	10 + 10 per second	Stagger	550 meters
100	35 + 15 per second	Knockdown	550 meters





Shoulder Cannon

Secondary Breath Weapon: **Paralyzing Goo**

Orga™ belches a gooey, glowing green substance that **□ Paralyzing Goo Damage** freezes a target in place, giving Orga™ just enough time to close in for a punishing grapple. It does, however, have a high energy cost.

Energy Required	Damage	Reaction Level
80%	2	Stun (3 seconds)



Jab

Rage Attack: Cannon Malfunction

Orga™ temporarily overloads his Shoulder Cannon, which goes haywire, sending off rapid-fire blasts in all directions, and then finishing with a small explosion that damages anything in its blast radius. Damage from the event runs 15-60 points.

Cannon Malfunction

Basic Attacks

	Move	Command	Damage Type	Damage Amount	Target Area/ Reaction Level	Description	-
	Jab	A	Blunt	8	Head/Stagger	Backhand slap with a single meaty paw	7
	Kick	B	Edged	6	Body/Stagger	Quick kick	
	Punch	¬>, or ♠	Blunt	10	Head/Stagger	A basic punch	
		(while running)					
9	Duck Jab	(while	Blunt	5	Body/Light	One-handed swat	
		crouched)					





Getup Attack

Move Command Damage Type Damage Amount Target Area/ Description **Reaction Level** Claw Swipe ® or (when down) Edged Body/Knockdown Rising, 180-degree slash





Grabs and Throws

Move	Command	Damage Type	Damage Amount	Description
Grab	A+B	-7 - 3	_	-
Toss	(opponent in grasp)	Blunt	25	Throws the enemy straight ahead
Shoulder Smash	® (opponent in grasp)	Blunt	30	Orga [™] dashes enemy to the ground,
				then drops himself on top
Piledriver	(opponent in grasp)	Blunt	5	Bounces opponent into the air, setting
				him up for follow up attack
Hammer Throw	(A),(B), or (X)	Blunt	45	Rage mode-exclusive throw in which
	(in Rage mode)			Orga [™] spins like a top, and then lets go

Piledriver



• MONSTER MOVES •



Jumping Attacks

Move	Command	Damage Type	Damage Amount	Target Area/ Reaction Level	Description
Jump Punch	(while jumping)	Blunt	20	Overhead/Knockdown	Also hits opponents lying on ground
Jump Kick	® (while jumping)	Edged	15	Overhead/Stagger	Rare edged attack, hits prone opponent
Belly Flop	(while jumping)	Blunt	15	Overhead/Knockdown	Hits everyone, even prone





• Finishing Attacks

Move	Command	Damage Type	Damage Amount	Target Area/ Reaction Level	Description
Bite (combo finisher)	(A),(A)	Edged	15	Body/Knockdown	Your bark <i>isn't</i> worse
Double Claw	→ +@	Edged	40	Uppercut/	Very damaging two-handed
Uppercut				Knockdown	chin-basher
Backhand	+ + (A)	Blunt	10/25	Head/Knockdown	Spinning, potentially two-hit strike
Overhead	1 + (A)	Blunt	30	Overhead/	Leaping crushing blow that
Smash				Knockdown	strikes prone targets too
Knuckle Slap	↓ +®	Blunt	10	Overhead/Stagger	Very fast downstrike with greater
					range than Stomp
Toe Poke	→ +®	Edged	2	Feet/Stagger	Spiked kick leaves opponent hopping
Pole Kick	← +®	Edged	25	Head/Knockdown	Forward flying kick
Stomp	↓ +®	Blunt	15	Feet/Stagger	Stamp opponent's toes
Body Check	→ +⊗	Blunt	20	Body/Knockdown	Shoulder rush with carapace
Flying Lunge	+ +×	Blunt	25	Body/Knockdown	Orga [™] turns and launches himself
					shell-first into enemy



Double Claw Uppercut

Backhand



Rear Attacks

Move	Command	Damage Type	Damage Amount	Target Area/ Reaction Level	Description
Backward Lunge	(enemy behind you)	Blunt	15	Body/Stagger	Orga™ leans a short distance back into an opponent



All-Out Attacks

Orga™'s attacks tend to deal tremendous damage (unless his opponent is resistant to blunt strikes), but one of his most valuable moves hardly does any damage at all. It's the Piledriver, which bounces the enemy off the ground, placing him perfectly for a deadly follow-up beat down. Check it out!

Chain	Commands
Paralyzing Goo, Grab, Piledriver,	
Double Claw Uppercut	grasp), → + ④
Grab, Basic Throw, Shoulder	A + B, A (enemy in grasp), Z
Cannon (full charge), Toe Poke,	(hold), → + ®, @ + ®, ⊗
Grab, Piledriver, Overhead Smash	(enemy in grasp), ↑ + ⓐ



Orga™'s Res	isturices
Attack/Damage Type	Sensitivity
Blunt	Very Resistant
Edged	Normal
Energy	Normal



• DESTROY ALL MONSTERS •

丌てGALOX™

The big beetle actually has a few weapons that can really mess you up, so don't underestimate him.
Especially beware of his energy attacks, such as Advancing Energy Arc (watch for him to rear back with both claws glowing blue) and energy punches. This is one fight where you don't mind a long



It doesn't take many big blunt hits to get rid of Megalon™.

range volley, so run and gun if you like. Even if you don't want a long-range match, let him be the one to come closer, giving you a chance to prepare something nice to welcome him. Remember: he's highly vulnerable to blunt attacks, which are your overwhelming strength. You may actually find yourself using weak attacks just to keep from knocking him clear across the screen (and out of reach) anytime you hit him. If you stay away from his grabs, mix in your own, and connect on a few big hits, this bug squishes easily.

This enemy's slowness and weakness against blunt attacks make him much less of a threat to you than to most monsters. Block his quick head strikes, and retaliate with a nice grab, throw, and Overhead Smash (which also



Orga™'s blunt attacks are a valuable weapon against this enemy.

knocks him out of the sky). Avoid the Shoulder Cannon if he's on the ground, because he *wants* you to use energy attacks, but you probably won't need it. Keep an eye out for his Tasers, and use your Goo to retaliate. Also, don't bother with Toe Poke—he's resistant to edged damage, so it won't produce that useful Stun effect.

RDDAX™

Rodan™ is the hardest monster for you to get in your grasp.
Paralyzing Goo helps if he's on the ground, but your best bets for knocking him out of the sky are your Shoulder Cannon, Overhead Smash, and thrown buildings. Once he's



Your Shoulder Cannon grounds Rodan™, or beat on him some more if he's already grounded.

down, hit him with your Goo, pound him with your Shoulder Cannon, and lob buildings at him as you approach. That keeps his Uranium Heat Beam from being a factor. When you get there, grab and slam if you can, and strike otherwise. He hates edged strikes, so Pole Kick is a reasonable option. Or, you can just pound him. He isn't specifically vulnerable to blunt damage, but he's fragile overall, so just pull out some quick combos and listen for his wishbone to snap.

D₹STOROYAX™

ou've got an advantage in speed here, but you absolutely must respect Destoroyah^{TM's} powerful melee strikes—they will flatten you if you aren't careful. You can't afford to make too many mistakes here. It's helpful to wear down his energy as you close, so try using your Shoulder Cannon to goad him into returning fire. Of course,



As good as you are, it's very dangerous to be this close to Destoroyah™.

Paralyzing Goo is an excellent option as well. You want to go from mid-range to point-blank range. That can be tricky, but lunging kicks and Backhand should serve you well. Avoid jumping attacks, because his Horn Katana will skewer you in midair, and remember that your reach is longer than his, so getting just a little closer might be plenty close enough. Once you're in close, stand your ground, block his attacks, and retaliate when you get an opening rather than falling back and giving up your position. Finally, if you can't stand the heat, get out of the kitchen and resort to continually lobbing things at his head from the vicinity of the living room.

G1GAX™

This fight is actually tricky. Your resistance to blunt attacks is a non-factor, and your grabs will be tough to use because he's often in the midst of an attack the moment he comes within range. Specifically, be careful of Double Downward Strike and Spike Roll, (both forward, somersaulting attacks) because he's immune to grabs while performing them. Use Duck Jab, Flying Lunge, Backhand, and especially Paralyzing Goo to keep him guessing and regain the upper hand. Most of all, be patient, but not complacent, and when you get an opening (and you will), exploit it. Should he teleport, thump him with a rear shell attack or better yet, grab him. He'll be like putty in your hands—big, cyborg-rooster-from-space putty.



Gigan™ has plenty of edged attacks that you'd rather avoid.

• DESTROY ALL MONSTERS •



ORGA™

GOD*Z1LLA®* '905/2000

odzilla® knows about those paws of yours, and he'll strive to stay away from them. Be ready for lots of running punches and Atomic Fireballs. His tail is a concern—it won't knock you down (thanks, blunt resistance!)



Godzilla[®] is a tough opponent who can break down your defense.

but it can leave you hopping if it hits your toes, so remember to duck block. He's got some quick attacks, so resist the temptation to nail him with slow, extra-damaging haymakers and settle instead for swift strikes. Your ultimate goal is to use Paralyzing Goo and Toe Poke to get your hands on the big lizard, enabling you to practice your chiropractic skills.

゙゙゙゙ボモモメオGOD21LLA™

Pe's nearly immune to edged attacks, but that's okay, because you've hardly got any. Closing the distance can be difficult, (especially in the mothership, which offers few projectiles to throw). Save your energy for your Shoulder Cannon, but if you need to use Paralyzing Goo to create an opportunity, try to do it when his energy is at least partially depleted. That



You can pummel Mechagodzilla™ if you get close to him.

decreases the chances of you needing your Shoulder Cannon to disrupt his Eye Lasers. Once you get close, you're more than fast enough to grab hold of him. The A.I. tends not to roll away, so a system of "grab, throw, block getup attack, repeat" can inflict incredible damage. Up close, the only really threatening melee attacks he has are his Plasma Cannon and Jet Sweep, but there's not much you can do to avoid them other than not give him the chance to get them off. Always grab powerups, especially Energy (to keep it from him!) and Rage. There are three great times to use your Shoulder Cannon during this fight: to interrupt him every time you see his spines glow blue, to knock him out of the sky, or to bang him up after a throw. You'll have him in the junkyard in no time.

X1NG GX1DDRAY™

This version of KG is resistant to blunt strikes, so don't expect to do tons of damage or see any knockback reactions. However, Paralyzing Goo works quite well, and you've got a big target. He's slower than you, so get



King Ghidorah™ is resistant to your blunt attacks, so choose your moves carefully.

up close and grab him. You've also got a few really useful edged attacks, such as Toe Poke, Jump Kick, Pole Kick, and the ultra-damaging Double Claw Uppercut. If he bolts, slow him down with Flying Lunge and Paralyzing Goo, and if he flies, use Shoulder Cannon or "here, catch this!" to ground him. One thing to remember is that his tail can grab you from the rear, so skirting around and attacking his backside isn't the best plan.

ANGUIRUS™

There are several things you can do to match up against Anguirus™, but the most important is not to underestimate him. He does have to get close, so you can do well just nailing him with Paralyzing Goo, throwing him far away again, and pelting him with thrown objects as he approaches and your



If Anguirus™ shows you his belly, uppercut him into next year.

energy recharges. If he gets through this, remember that he's nearly as resistant to blunt attacks as you are, and that his spiky tail inflicts edged damage, not blunt. Your edged kicks and Double Claw Uppercut are useful here, and even though your throws are all blunt, they can give you breathing room. Plus, that Piledriver to Double Claw Uppercut move you should have learned by now is shell-crackingly effective. If he ends up on his back, follow up with a Knuckle Slap, if you think you can get away from the inevitable getup attack. Use cover to make Anguirus™ approach you from the direction you choose, but remember that his breath weapon can go right through buildings, ruining your plans.

URGA™

This mirror match plays out similarly to Gigan™ vs. Gigan™. Whichever fighter does a better job of controlling the power-ups and keeping his opponent guessing will win. Remember your immunity to blunt attacks, and rip into your mirror-self using the same edged attacks that worked well against King Ghidorah™. Chances are, your opponent isn't used to seeing or using them, as they're such a small part of Orga™s arsenal. Of course, this is another fight that could turn into a long-range, real-estate launching contest. Also, if your target is fond of his Shoulder Cannon, try this strategy: pick up a few things and start closing in, letting him shoot them out of your hands (but never letting him charge up too much—taking a little damage helps sell the ruse, but too much



When two Orga™s are this close to one another, something's about to go down.

is counterproductive), and when his energy is depleted, hit him with Paralyzing Goo and nail him with a Double Claw Uppercut, which he may not realize inflicts a mountain of edged damage.





PRIMA'S OFFICIAL STRAFEGY GUIDE







*テ10みナ1みで タナソレモ: 兄兄み*でモロ

Rodan[™] has the tools to be dangerous at any range, but he takes damage quickly, so his favorite tactic is to use his speed and mobility to stay far out of his opponent's reach. He still can do plenty of harm from afar, thanks to a swift energy recharge rate, his formidable breath weapon that can be fired from midair, and a large complement of dives, strafes, and long-range strikes (his fierce attacks). Up close, his jabs are quick enough to disrupt almost anything, and he's a surprisingly effective grappler.







Rodan™ can be very frustrating to fight against. He simply loves roasting his opponent from across the arena, and by the time you track him down, he's gone.

*ら*ナスモメロナメタ

The terrible pteranodon's greatest asset is his flying ability, which makes using him a totally different experience than any other monster in the game. It's complemented by the fact that he's the game's quickest monster and wields a searingly powerful breath weapon. His unparalleled mobility makes him perfectly suited for evasive, hit-and-run tactics, and he should never miss a power-up. He also has a wide assortment of fast, often confusing melee moves, and can interrupt very well. Finally, his ability to navigate the battlefield without bulldozing everything in his path means his opponent usually draws the military's fire. It's a small thing, but it helps.







You can't hit what you can't catch, and Rodan™ comes close only when he's about to smack you around a little.

Rodan™ is as fragile as a wet paper sack. He does fine against energy bursts, but blunt attacks hurt him plenty, and edged attacks practically cut him in half. He's fast enough to dodge, interrupt, or otherwise avoid the vast majority of enemy attacks, but when he does take a hit, he goes down hard. Also, while his melee strikes are as fast as lightning, they aren't terribly vicious, so he needs more hits to do the same damage as some of the stronger monsters. Finally, while all other monsters are able to carry a building or boulder indefinitely, Rodan™ eventually tires, drops the item, and lands, forced to rest for a few moments before rejoining the battle.







The key is to keep yourself out of the enemy's hands.

RODAX™

Rodan™ starred in his own movie (*Rodan*™, U.S. release: 1956) before crossing over to the Godzilla® series. He's played the role of Godzilla®'s ally as well as his enemy. A pteranodonlike flying dinosaur, Rodan™ is capable of generating hurricane-force winds with his wings and (in his most recent appearance) wielding an atomic breath weapon nearly as destructive as that of Godzilla® himself. Like Mothra, Rodan™ is usually cast as a peacekeeper, seeking first to protect the innocent, then to end every battle as quickly as possible. In 1993's Godzilla® vs. Mechagodzilla™ II, Rodan™ actually saved Godzilla®'s life. Having dealt Rodan™ (technically, the charged-up Fire Rodan™, but still Rodan™) a mortal blow, Mechagodzilla™ had proceeded to pound a crippled Godzilla® with mega-volts of electricity until the feared creature lay motionless and broken. But with his dying breath, Rodan™ flew to Godzilla®'s aid, allowing his radioactive essence to dissolve into the titanic reptile's body. The gesture worked. Godzilla®'s healing factor kicked in and he awoke, more savage and

destructive than ever, and proceeded to turn Mechagodzilla™ into the biggest pile of scrap metal

in history.



■ 用口対与ナモス 用口がモラ

All moves are listed as if Rodan™ is standing on the left, facing an opponent on the right. If your positions are switched, the directional commands must be reversed.

Primary Breath Attack: Uranium Heat Beam

Similar in form and potency to Godzilla®'s Atomic Breath, Rodan™'s Uranium Heat Beam gives the airborne attacker a devastatingly effective ranged weapon. Fired from Rodan™'s mouth, the narrow, yellow beam can sear an enemy's flesh from a screen's width away, and does even more damage to buildings.

Uranium Heat Beam Damage Progression

Percent Charged	Damage	Reaction Level	Range
0–50	2 + 5 per second	Light	550 meters
51-99	10 + 10 per second	Stagger	550 meters
100	35 + 15 per second	Knockdown	550 meters



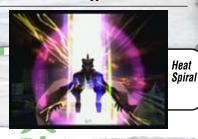
Uranium Heat Beam

Secondary Breath Attack: Flying Uranium Heat Beam

Rodan™ lacks a true secondary breath weapon, but his Uranium Heat Beam can be fired from the air for a fixed energy cost of 30 percent, inflicting 15 points of damage.

Flying Uranium Heat Beam Damage

Energy required	Damage	Reaction Leve
30%	15	Stagger



Flying Uranium Heat Beam

Rage Attack: Heat Spiral

Rodan[™] begins to spin and rises slowly into the air, torching anything below for 15–45 points of damage with his Uranium Heat Beam.

Basic Attacks

Move	Command	Damage Type	Damage Amount	Target Area/ Reaction Level	Description
Jab	A	Edged	4	Head/Light	Rodan™ jabs weakly, but quickly
Kick Twist	B	Edged	5	Body/Light	Swift roundhouse kick
Leaping	® (second hit	Edged	5	Body/	Self-explanatory leaping kick
Kick	in ®, ® chain)			Stagger	
Hover Punch	⊗	Blunt	7.5	Head/Light	Reaching forward punch
Wing Punch	(while	Blunt	10	Head/Stagger	Basic jab, great for
	advancing)				interrupting
Duck Jab	(while crouching)	Blunt	5	Body/Light	Crouched quick strike



Getup Attack

Move	Command	Damage Type	Damage Amount	Target Area/ Reaction Level	Description
Spinning	® or 📎	Blunt	15	Body/	Swirling, heavy wing attack
Wing Strike	(while prone)			Knockdown	





Grabs and Throws

Move	Command	Damage Type	Damage Amount	Description
Grab	A+B	_		-
Throw	(while holding enemy)	Blunt	20	Throws the enemy straight ahead
Discus Throw	® (while holding enemy)	Blunt	25	Rodan™ spins, throws enemy
Looping Throw	(while holding enemy)	Blunt	25	Rodan™ throws enemy into the
				air, loops, knocks him forward





• *MONSTER MOVES* •



Jumping Attacks

Move	Command	Damage Type	Damage Amount	Target Area/ Reaction Level	Description
Flying Punch	(while jumping	Blunt	25	Overhead/	Rodan™ leaps into the air and
	or flying)			Knockdown	swats at an airborne opponent
Flying Kick	® (while jumping	Edged	15	Overhead/	Diving, forward kick
	or flying)			Stagger	from the air
Flying Dive	(while jumping	Blunt	20	Head/	Rodan™ performs a loop and slams
	or flying)			Knockdown	into an enemy on the ground



Finishing Attacks

Move	Command	Damage Type	Damage Amount	Target Area/ Reaction Level	Description
Peck	(A),(A)	Edged	10	Head/Stagger	Rodan™ finishes a chain with
	(combo finish	ner)			a close-up woodpecker imitation
Head Smack	→ + A	Blunt	15	Body/Stagger	Mid-level smack with the side of his head
Delayed	← + (A)	Blunt	20	Body/Stagger	Rodan™ leaps forward
2 Fist Strike					with both fists extended[
Wing	↓ + ♠	Blunt	15	Uppercut/	Rodan™ knocks his enemy sky
Uppercut				Knockdown	high with a huge uppercut
Overhead	↑ + A	Blunt	20	Overhead/	Two-winged leaping
Wing Rake				Knockdown	strike that hits prone opponents
Three Point	→ + B	Blunt/Edged/	5/5/10	Body/Light/Light	Rodan [™] spins forward
Drive		Edged		Knockdown	with all limbs outstretched
Swing Sweep	← + ®	Edged	15	Feet/Knockdown	Rodan™ drops to the ground and sweeps oppone
Air Stomp	↓ + ®	Edged	10	Overhead/Stagger	Rodan™ jumps, then dives down with one foot
Bicycle	↑ + B	Edged	15	Uppercut/	Rodan [™] kicks while executing a backflip
Uppercut				Knockdown	
Flying	→ + ⟨x⟩	Blunt	20	Head/	Forward punch with very long range
Windshear	Ü			Knockdown	Air
Flying Wind	← + ¬x)	Wind	None	Overhead/	Rodan™ flies forward, then knocks
Knockdown	Ü			Knockdown	down target with a gust of wind
Flying Sweep	♦ + ﴿	Edged	8	Feet/Knockdown	Very long range low sweep
Flying Hook	1 +(x)	Edged	20	Overhead/	Very long range overhead
Attack				Knockdown	somersault kick





Rear Attacks

Move	Command	Damage Type	Damage Amount	Target Ar Reaction		
Rear Wing Str	ike 🛭 (e	enemy behind yo	u) Blunt	15	Body/Stagger	Spinning backhand strike

All-Out Attacks

Rodan[™] has to focus very heavily on evasion and keeping his distance, as one false move can cost him a huge percentage of his life bar. Because he requires so much precision and plays so differently, he's best saved for when you've got a strong handle on the game. When you do give him a shot, attack strategies such as the one below enable you to infuriate enemies with your slippery defense and devastating offense.

Chain	Commands
Fly, Uranium Heat Beam x3, land and	R (hold), Z (tap), Z (tap), Z
recharge, Flying Sweep, Overhead	(tap), (land and recharge), ◆ + ⋄, ↑
Wing Rake, fly, land and recharge,	+ A, R, (land and recharge), Z,
Uranium heat beam, Kick, Kick,	B, B, (pause), ↑ + B
(pause), Bicycle Uppercut	

Rodan™'s Resistances

Attack/Damage Type Sensitivity

Blunt	Vulnerable
Edged	Very Vulnerable
Energy	Normal

Edged Blunt





• DESTROY ALL MONSTERS •

ANGUIRUS™

rdinarily, you'd love to hang with this noble armadillo, but this is war and he's not himself, so let's crack that shell wide open. Keeping your distance is your top priority, so stay in the air, landing only to recharge. Throw things to keep him at bay. If he gets close, watch for his block-hitting shell instead of body will



Use © to aim at Anguirus™, or you'll shoot right over his head.

cost you big. If he does try it, grab him and use your Discus Throw. If you have to resort to melee fighting, use your jabs to interrupt his strikes and counter with edged melee attacks to inflict the maximum damage. Your flying sweep is priceless as well, as if will be through most of the game. Seeking cover is fairly useless, as his breath weapon can hit you right through it if he's close enough. However, you are hard to hit while executing your Flying Dive, so anytime you see an enemy pick up a rock or building while you're in the air, press (you'll use this skill often). Finally, anytime he stands and exposes his tender belly, microwave him with your Uranium Heat Beam, but remember it's less effective when he's on all fours and/or you're in the air.

GODZILLA® *'905*/2000

he well-rounded Godzilla® is a durable, versatile enemy, and one of Rodan™'s toughest matches. His Atomic Fireball is very quick, his tail sweep reaches way too close for com- Godzilla® is a difficult oppofort, and his breath weapon rivals yours. However, he's slow and does-

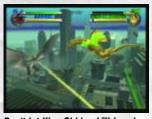


nent-interrupt him constantly.

n't have much of a deception game—what you see is what you get. Perforate him from the air with your breath weapon. Spend lots of time on the ground, hiding behind cover, recharging and chucking buildings at his head. If you're on the ground, he's probably running toward you, so let the big lug get close, then interrupt everything he tries with jabs or your breath, toss him to the curb, and bake him.

XIXG *57100277*7™

e tries to jolt you with lightning, but remember that if the weapon isn't charged 50 percent or better, you won't get knocked down. If he starts charging it, quickdraw your own breath weapon to disrupt his plans.



Don't let King Ghidorah™ invade your airspace.

KG's reach is vast, and he has several ways to swat you out of the sky, so watch yourself if it gets close. Practice your Flying Hook Attack and Flying Sweep against him and on the ground, and focus on kicking, interrupting, and getting out of there. Flying Wind Knockdown won't damage him, but it gives you breathing room. If he should have the poor judgment to fly, use Flying Punch.

™ ♥ □ 刄 L D み™

■ime to stomp a bug. Megalon[™]'s Lightning attack is woefully shortranged, so strive to stay at the periphery and light him up with a real monster's breath weapon. You're playing an energy management game this match when you go up, he'll dig down. When he does, just land and recharge and wait



Be careful with Megalon™—he has a ton of edged attacks.

for him to surface. Greet him with a nice aerial attack or grab and throw, and follow that up with Uranium Heat Beam. Your Flying Dive telegraphs itself, but keeps you safe while it's happening, so use it when you see Megs start to charge up. It'll also play upon his serious weakness to blunt attacks, which you should exploit mercilessly. If you're up close, avoid his Napalm, but if you can leap backward to avoid it, watch for him stepping in it himself during his follow through. One would think his Burrow would be a threat, but as long as you have more energy to fly when he's digging, you're in great shape. Now's also a great time to perfect Flying Windshear—press in just before you hit to initiate the strike early. This talent serves you well in many matches.

G1GAX™

■ our fellow avian is also a difficult fight, a swift competitor whose intense focus on pursuit works directly against your "keep your distance" tactics. He also uses tons of edged attacks, which you hate. But he can only hurt you if he can catch you, so run like the wind. Keep extra energy during this match, so you can avoid his attacks by flying longer or getting one more shot of Uranium Heat Beam. If he goes Rage, (which he shouldn't, because you should be hoarding all the power-ups) fly away, or duck and pray. Stay in the open to keep your evasive options open, and watch for his rising sweep. His eyebeam is very fast, so beware. You can probably bait him into teleporting, and then grab him when he appears. You're also faster, so if you feel focused, press the attack back at him. Like you, Gigan™ has little in the way of defense, and will cave quickly to a well-planned offensive strategy, especially if you exploit his weakness to blunt attacks.



Gigan™ attacks relentlessly, but thrown objects and blasts of breath should keep him at bay.

• DESTROY ALL MONSTERS •



RODAN^{TA}

*™€СНЯ ХІН*С *СНІООХЯН*™

espite the fact that MKG's shield can transform your Uranium Heat Beam into extra health, this match will probably seem easier than the last two. He's so much slower than you that you can really capitalize. He's resistant to edged attacks, so kicks are out, but



Keep your distance from Mecha King Ghidorah™ if at all possible—he bites.

Flying Windshear and Flying Dive are good bets. Don't let him charge up his Triple Lightning, and if you get knocked down in the process of defusing it, your getup attacks help push him back. You can also play an effective long-range game with Mecha King Ghidorah™: just keep your distance, conk him with thrown objects, and mix in the occasional brain-sizzling breath attack.

First off, run. He's almost guaranteed to open with his Horn
Katana, and it'll skewer you in a heartbeat. Once you have your distance,
keep it, and get ready for a mega-tough
battle. Just like King Ghidorah™,
Destoroyah™ is a big, slow guy who



Destoroyah™'s Horn Katana is brutal! Avoid it at all costs.

makes a great target for projectiles and long-range breath weapons. Stay to the edge of the screen, using cover to trip him up and your Flying Uranium Heat Beam to push him back, and you might survive. If he drags you close, use \mathfrak{D} finishers such as Flying Sweep and Flying Hook, and run for it. Be wary of his getup attacks, remember that your grabs are quick enough to get him, and do not let him get an energy power-up. If he does, he will turn you into nuggets.

オスロロロ2121ス™

The mothership arena is actually as big a threat to you as

Mechagodzilla™ himself—its military is devastating, and its small starting area makes it almost impossible for you to avoid scraping a force wall now and then. You can outrun his purple Rocket Fingers at times, so make that a priority, and defuse his eyebeams with a quick shot of



Move out into the larger arena quickly to avoid blasts from the mothership's military.

flying Uranium Heat Beam anytime his dorsal spikes glow blue. MG is fairly slow, so your blunt melee attacks and throws actually work well against him—just keep an eye out for his chest cannon. It's nasty. He's not maneuverable, so flying attacks are great choices (especially in a larger arena). If he tries to fly, knock him out of the sky with Flying Punch, and as always, a late-match game of hide and seek works well, especially if his reward for finding you is a faceful of Uranium Heat Beam.

DR G*A*™

This guy has almost no long-range game and a slow ground speed, so you shouldn't have too much trouble with him. Stay far away, hiding, eating all the power-ups, and taking a moment to dive bomb him with edged attacks, blast him with your breath, or smack him with



Orga™ will break you if he gets a grip on you.

something now and then, and it'll be over quickly. Just don't underestimate his reach or his striking speed, both of which are greater than you might guess. If he gets his hands on you, you'll be flying home with two broken wings.

RDDAX™

This is one of the most unique one-on-one match-ups in the whole game (with the Megalon™ mirror match being the other). Actually, if you can close on your opponent, edged attacks bring him down quickly. It's a pretty good tactic too, because you're not likely to be interrupted much, even by yourself. However, if your target is wise to that strategy, this match becomes a long-range shootout, with Uranium Heat Beams, thrown objects, and the occasional diving pterodactyl filling the sky. The key, of course, is managing your energy and field position so that you can remain safe, but



The battle goes seriously aerial when you take on your mirror image.

take full advantage when your enemy is out of energy, out in the open, or both. If this match is well fought, it may not be won until the two combatants have razed the battlefield, wiping out every structure that could possibly provide cover. Cool.





PRIMA'S DFFICIAL STRATEGY GUIDE



Atari power-up

Tossable buildings, rocks, or items

Power-up

spawning point

Player two spawning point Player three spawning point

Player four spawning point

STAGES

Then you're throwing down against another monster, the city in which the battle takes place is nearly as important as which opponent you're facing. Some areas offer plenty of cover and a wealth of structures that can be torn from their foundations and flung at an adversary. Others are barren, with nowhere to run and no tools to help you earn your victory. Most are somewhere in between, making your location on the map an important part of your strategy. Use these scouting reports to help plan your battle strategy and guess what tactics your opponent might choose. As an added bonus, each map indicates the locations of every throwable structure in that city, the points where UFOs drop power-ups, and each player's starting position, as well as the hiding places of the elusive Atari power-ups. The map legend on this page applies to all maps in this chapter.



Monster Island is short on buildings, but there are plenty of boulders to throw.

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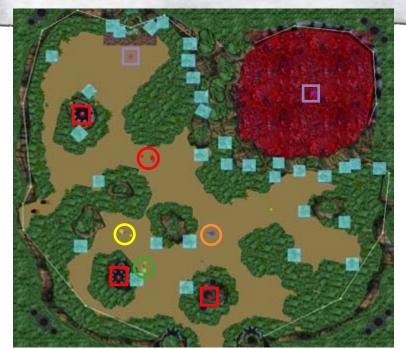
The first battleground you encounter, Monster Island has only one area, not two or three, and its design is straightforward. However, it still harbors a few surprises. First off, the rocky pillars not only provide good cover, but also contain Atari power-ups the first time you play through Adventure mode in Medium or Hard difficulty. Be sure to smash the pillars and get the goodies. Their exact locations are marked on the map below (the same goes for all maps in this section). Secondly, the yellow trucks and giant boulders scattered around the area (especially the area around the edge of the lava pit) can and should be picked up and thrown at your opponent. Speaking of that lava pit, if a monster or two hits the wall hard enough, that wall will come down, enabling you to walk or fly into the pit. However, you take damage from the lava when your feet touch it, so whether you've wandered in there chasing after a power-up or been tossed in by a wily opponent, burrow, fly, or at least jump on the way out to minimize damage.



There's not a great deal of room to roam on Monster Island, but there aren't a great many obstacles in the way either.

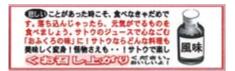


The biggest secret in this map is the volcanic area that opens up if you bash against its walls enough times. Powerups often spawn in the middle, but beware—you take damage while your feet are touching the hot lava.



Note: Each city is divided into two smaller maps, which are typically quite different from one another. There is also a full version of each city, which combines the smaller maps and typically expands its boundaries to include at least one major landmark—Osaka's giant Ferris wheel, for instance, that can only be visited (i.e., trampled underfoot) in that city's full-version map.

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KOUKOL

n the other side of the spectrum is London, a city of gray skies, British humor, and bangers 'n' mash. It is much older than Los Angeles, much more densely packed, and has less of a grid-like layout. The river Thames influences this layout; it meanders through the middle, splitting the city in two. This causes many of the city's already narrow streets to curve as well, making it tough for big monsters to get around. If you're playing the full map, do some sightseeing. Westminster Abbey and Parliament are across the river from the train

yard, and they're both open for "remodeling."





Parliament is the grid-like building in the background, and Westminster Abbey is past it, against the wall. It's a nice place, but monsters do tend to step on things...



London is packed with narrow twisting streets and odd-shaped buildings. However, the structures tend to be big and durable, and make for good cover.



When you find the train yard, toss a few cars at your opponent. They do tremendous damage, and are an almost guaranteed knockdown. They're so close together, you can fire off quite a few in a short time.

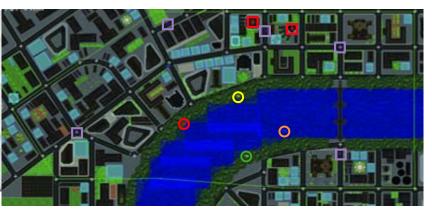


London 2—Industrial Area

This portion of the city has both a bustling town area and a wide water section, courtesy of the river. Make a point to track down the train yard in the southwestern corner of the map. Each train car can be grabbed and flung at an enemy's midsection, so there's an opportunity here to do a huge amount of damage (especially during a melee match) without moving much. Most of the other buildings here are large and low, making for good cover, and there are small clusters of throwble buildings to the northwest and southeast.

London 3—Commercial Area

This area comprises the northern half of the full city map, and features another wide patch of river and several skyscrapers in its northeastern section. Hide behind these when you need to recharge. This area is also densely packed with throwable buildings, so it's a great place to begin your new career as a pitching machine.





DFFICIAL STRATEGY GUIDE



LA has wide streets so the large lumbering monsters can run around without tripping over buildings.

LOS ANGELES—FULL CITY

os Angeles: the home of movie stars, beautiful beaches, and the Beverly Hillbillies. LA is a big, modern city, with wide, easy-to-navigate streets, a regular, grid-like layout, and plenty of tall buildings. Throwable items are a bit rare, but you can

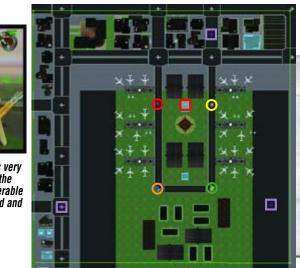
find a fair number along the southern edge and up in the northeast corner. There's no water at all on this map, but head to the airport if you need room to run. Conversely, the tall buildings downtown provide great cover if you want to hide. They make good backstops when you want to hit an enemy hard without knocking him out of reach of your next attack.



Plenty of tall buildings in downtown LA are perfect for lurking around.

Los Angeles 2—Downtown

This is the big-city section of the map, where all the tall buildings are located. There are many towering skyscrapers here, so it's difficult to see the power-ups. However, navigation is still easy thanks to the city's wonderfully wide streets. If it's still too cramped, knock down a few of the tall towers to make some room. Long-range fighting is interesting here—the straight streets provide plenty of opportunities to get the drop on an opponent as he saunters into view, but the density of durable buildings and the width of the streets make it easy for him to dodge your attack.





Los Angeles 3—LAX

The airport area of LA offers a stark contrast to the busy city section—it's practically barren. The airport, the dominant feature, provides plenty of flat, empty space and little planes to kick. There are only six throwable buildings here—three in one corner, two in the middle, and one in the opposite corner. The only plausible (yet still measly) cover lies along the north and west edges.



LAX isn't a bad airport, but there's very little cover if you're a monster on the run. Rodan™ is wickedly maneuverable here, but he has few places to land and recharge his energy safely.

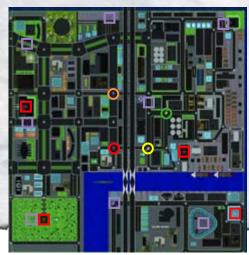
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ОБЯХЯ

ccasionally referred to as "The Chicago of Japan" for its blue-collar attitude, Osaka's full-city map is nearly an exact square. An elevated highway runs across the middle, so be prepared to jump over or smash through it. Osaka is also

home of the world's largest Ferris wheel, on an island on the full map's outside edge (and seen in Godzilla® vs. Mothra.) Osaka also has another, less beautiful but definitely interesting feature: explosive oil tanks in the city's eastern half. Five tanks can be thrown like grenades, and another 12 detonate like bombs when stepped upon. Obviously, both types do a bit more damage than the standard, non-petroleum-flavored buildings. Look for white round structures, or watch closely to see what goes up in a ball of flame when you stub your toe on it. Whether you throw the tanks at your enemy, push or toss your enemy into them, or even drag your enemy through them (as Destoroyah™ and Megalon™ can do), if a tank explodes near your opponent, it's all good.







Osaka contains a number of combustible buildings like these white tanks. They explode when touched, as Orga™ kindly demonstrates.



Not everything in Osaka is explosivesome things are just cool.



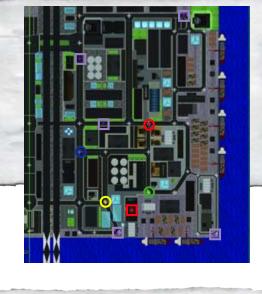
Osaka's smokestacks make great projectile weapons as well.



Be careful! Don't vou remember what happened last time we fought here?

East Osaka—Industrial

Pyrotechnics happen in this part of town. But the explosive canisters aren't the only thing worth throwing. Try some big boats or the red-and-white candy-striped smokestacks, which cut a very wide swath when thrown. Be aggressive here—there's almost no cover at all. Watch out for the two groups of six low-lying oil tanks near the map's center—they explode if you step on them, doing small but avoidable damage.





West Osaka—Osaka Castle

This section consists of two distinct areas: one a typically crowded, but easily navigated city, and a less cluttered half, dominated by water and the beautiful Osaka Castle. Surrounded by its park-like grounds, this captivating cultural landmark was the location of a scuffle between Godzilla® and Anguirus™ back in *Godzilla® Raids Again*. There's plenty of open space in this section of the map, so feel free to move from one area to the other.



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Tokyo is packed with skyscrapers, which provide excellent cover from beam weapons, as well as everything else.

TOXYO

nother city that seems to be perpetually torn apart by giant monsters, Tokyo is easily the densest and most claustrophobic cityscape in the game. There's no water at all—just building after building, most fairly tall and all standing very close together. Big boys have to clear some serious space here, or play like a kangaroo and hop everywhere. If you'd rather clear space by throwing things, find guite a bit of ammo in the residential area in the center of the map, and also in the walled-off train yard off to the east.





You may not see the train cars very clearly at first, but they're there.

Tokyo 3—Train Station

This is the smallest arena in the game, and is perfectly suited for a fast-paced match. Players one and two spawn inside the train yard, although the tall buildings that surround it hide most of the cars from view. Don't worry—the train cars are so dense here that you can usually just grab blindly and come up with something in your claws. Start whipping them at your opponent anytime you have a free second. Because this is such a tiny area, power-ups spawn close by. This could present a golden opportunity for larger monsters such as King Ghidorah™ and Destoroyah™, who typically don't have the ground speed to chase down far away power-ups.



Tokyo 2—Downtown

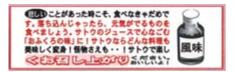
This has to be the most densely packed map in the game, with a staggering amount of architecture. Many of the buildings here are throwable, and of those that aren't, most are short enough to shoot over but still tall enough to provide cover for a crouching monster. This is a great city in which to practice using cover to avoid beam weapons, or to make yourself better at the offensive end of it.



After a few buildings crumble, the cars are plainly visible. Why don't you give your opponent a closer look?



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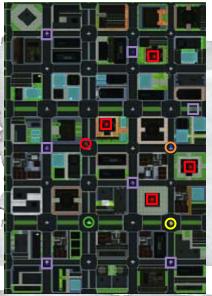
SAN FRANCISCO

he city by the bay boasts a huge full-city map, the entire western third of which is nothing but water. In fact, it's the largest body of water in the game, making it the ideal battleground for some monsters, and a death trap for others. The buildings get steadily taller as you move farther away from the bay, and the city itself has a grid-like layout. L.A. boasts wider streets, but navigation is still pretty easy in San Francisco, and there are plenty of throwable buildings to the northeast.





The end of that pier in the background is one place where Vorttak UFO's drop power-ups, so keep an eye on it.



North San Francisco—Downtown

This is a great place for a Destruction mode game: it's neither too big nor too small, navigation is easy, and there are plenty of big buildings whose structural integrity is yours to test. Sure, they might be quakeproof, but can they handle you?





Downtown San Francisco has lots of good places to lay low and recover your energy. This fully charged Rodan™ is about to take to the air—and take Gigan™ apart.





There's not much cover out on the wharf, so it can be very tough to avoid breath weapons—provided they can reach you, that is.

East San Francisco— Waterfront

This map has far and away the highest water to land ratio in the game. There are a few tossable buildings along the water's southern edge, but that's about it. Cover? Not here. There is nowhere to run, and nowhere to hide. This is where you either get it done, or it gets done to you.



PRIMA'S OFFICIAL STRATEGY GUIDE

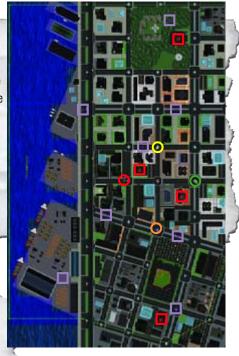




Seattle has an interesting composition: tons of big buildings to hide in, but also some open areas in which flyers may feel more at home.

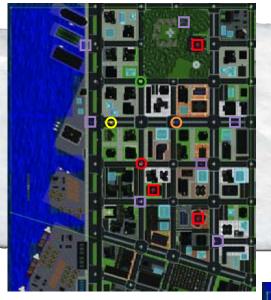
SEATTLE

eattle is immortalized in pop culture by grunge music, coffee, and the Space Needle—which you'll see here, just up and to the left of Player one's spawning point. It's balanced by the stadium to the south. These two areas are relatively flat and open, and stand in contrast to the rest of the city, which is filled with high-rise towers. There aren't a great many throwable objects in Seattle, and the ones that do exist are scattered across the map.



North Seattle—Downtown

The tiny downtown area of Seattle boasts some of the game's tallest buildings (including the Space Needle), and the military tends to get really intolerant of monsters that knock them down. If the action is too much for you here, jump over the highway and head to the open waterfront on the map's lower side. But mind the battleship in the corner—it doesn't like monsters.





The Space Needle is a good location for a dramatic, nighttime firefight.

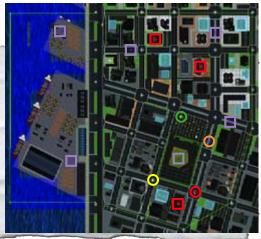


One of the drop-off points for power-ups in South Seattle is actually inside of the stadium. Hope the team isn't playing tonight, or they're in for a big surprise.

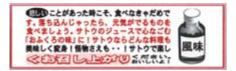
South Seattle—Sports Arena

This area shares the northern half's double offering of open water and dense city. The Space Needle is out of bounds, but you can tear up the stadium, which is similarly impressive and has a habit of attracting power-ups into its center.

Despite having a similar layout to the downtown area, there are fewer skyscrapers here, so it's a much more open area.



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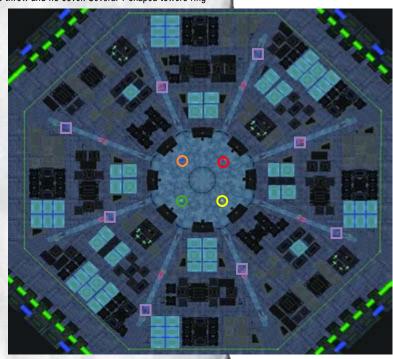
オロナみマスタメ1ア

he other map with only one section, the Vortaak Mothership is two battlefields in one. You begin battle in a tiny octagonal space roughly the size of a boxing ring, with nothing to throw and no cover. Several T-shaped towers ring

lead out from the center like the spokes of a wagon wheel, or form a circle around the center, like the rings of a bull's-eye. There are tons of buildings here to throw or hide behind, and the larger area enables you to better avoid both your opponent and the Vortaak military. In Adventure mode, the alien military focuses on destroying you and not your opponent (their champion) regardless

of which monster has flattened more of their city.

the arena's edge, each with a turret mounted on it, which fires at you whenever you're near the arena's center. These towers are the key to your salvation. Destroy them quickly, either by striking them with attacks, by smashing your opponent into them, or by getting slammed into them yourself. When the force field goes down and the rest of the city opens for stomping. When this happens, the match changes drastically. This newly revealed section of the map is a full-blown city, which spreads out from the bare arena in the center. Thus, all of the roads either







When the round begins, the Vorttak Mothership is a very small arena, which leaves the player little room to maneuver.



However, once a tower goes down, the arena expands to include a fairly large city.





PRIMA'S DEFICIAL STRATEGY GUIDS



MODAL MASTERY

If you've gotten this far, it's safe to say that you've gotten the hang of the Adventure and Versus modes. Godzilla®: Destroy All Monsters—Melee boasts several additional play modes that deliver substantially different experiences. Here are a few different tactics to help you feel at home no matter what mode you happen to be stomping your way through.

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If your enemies are bunched together, fire some plasma into their midst. Watch out for someone sneaking up behind you.

MELEE MODE

elee mode is different from the standard Versus or Adventure modes because it's a battle for points, rather than a fight to the death. Four criteria determine your score: KO's (worth 500 points), knockdowns (worth 100 points), health left at the end of the match (point value varies), and "style" points—for instance, connecting with the last hit of a basic, three-hit sequence is worth 50 points. The trick is to not only beat on your opponent, but to focus upon scoring the most points. Attack enemies with low health bars like a piranha going after a floating steak, and always try to be the player who gets the Knock Out—they're worth far more points than anything else. The following are a few ways to rack up the greatest point totals.

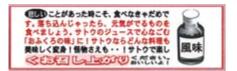
- If you're facing more than one opponent, grab and throw one monster into another—you get double the points!
- If you're surrounded by more than one opponent, grabbing is a bad idea. It leaves you wide open to attack.
- Your beam weapon rarely scores many points, compared to the time it takes to charge. However, if a number of
 opponents are clumped together across the screen, collect a nice stack of points by charging all the way up and
 frying everybody in the crowd. This is especially advised when you respawn, because your energy will be full and
 you may be far from the action.
- Sweep attacks are a tremendous help here, especially against multiple opponents. When the camera moves to an overhead location, people tend to forget that attacks connect at several different heights. Be wary of Orga™, Mechagodzilla™, and the Ghidorahs™, who prove difficult to knock down.
- Because this mode is timed, human players tend to adopt a more urgent, offense-minded strategy than in Versus mode games. Watch for quick, basic attacks and very little blocking, and plan your strategy accordingly.
- If you grab a Rage power-up, don't use your Rage attack right away. Instead, use Stagger attacks, including a half-charged beam attack—they are now promoted to Knockdowns. Megalon™'s regular ⊘ punches are a good example of a basic attack that becomes positively brutal when he's enraged. Of course, it's still a great idea to close with a Rage attack.
- Melee Mode is different than a typical, one-on-one battle. Experiment with using different monsters, and don't be surprised if you find yourself drawn to a slower, tougher monster than you typically prefer.
- Subtle tactics such as Napalm and wind attacks are often wasted in Melee mode. Instead, just get in there, take some shots, and dish out at least as much punishment as you take.



Rage attacks are invaluable in Melee mode, and come in fairly handy during Destruction mode matches as well.

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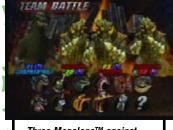
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eam Mode uses the same scoring system as Melee mode, but totals the scores of every monster on your team.

Thus, all the same tactics apply, but here are a couple additional tricks.

- Always keep in mind that you can damage, and even Knock Out your teammate as well as your enemies, but you
 won't get points for it.
- This leads to the following tactic, which is both very sneaky and incredibly useful: When your partner is low on health, knock him out him yourself. It won't net you any points, but it keeps your opponent from getting the 500 points!
- If your partner is amenable, pick him up and throw him at your mutual enemies.
- Try specific pairings of monsters to see which monsters make the best teams. Your ultimate choice will vary
 depending upon the personal fighting styles favored by you and your partner. Note that a particular monster's
 strengths and weaknesses are amplified if there are two of them. For example, two Burrowing Megalons™
 can herd their enemies like sheep, and two Horn Katana-wielding Destoroyahs™ can shred opponents with
 alarming ease.
- The flip side of this is that a monster's weaknesses are also amplified when that monster occurs in pairs. For
 example, two Megalons™ make strong blunt attacks twice as valuable to their opponents, and if the two
 Destoroyahs™ end up close to one another, both can be effectively evaded and dispatched from long range with
 little trouble.
- Relatively basic military tactics work well here. Monsters can back one another up, or one monster can distract
 the enemy while the other charges his beam weapon to full power or runs for a power-up. Don't be afraid to apply
 a bit of communication and coordination to your battle—it may just pay off.



Three Megalons™ against one Godzilla®? Somebody's going to get Burrow Grabbed to death.





Four-way fights often degenerate into two separate oneon-one matches.







Skilled, strategic players work well in tandem, focusing their attacks on one enemy at a time and even protecting one another when downed.

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DFFICIAL STRATEGY GUIDE





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estruction mode makes pounding an opponent into little pieces your second priority. Instead, the player is challenged to flatten as much of the surroundings as possible within a time limit. Here are a few hints to help you become the patron saint of construction companies everywhere.



Landmarks are worth far more points than ordinary buildings, so be sure you're the one tearina them down.

- Smash the landmark buildings! As much as it may pain you to tear down the walls of lovely Osaka Castle, it'll net you a healthy 1,000 points. Incidentally, it also infuriates the military much more than destroying a regular building would have. Destruction mode is a good place to learn which buildings to throw your opponents into during the other game modes to keep the army attacking them instead of you.
- Don't use your energy weapons. They do set buildings on fire, but they just don't do the same damage that physical contact would do, and are thus not effective tools of destruction. Stick to kicks, heavy attacks, and thrown objects. The exception is your Rage attack, which usually does huge amounts of damage to anything nearby.
- Picking up one building and chucking it at another is the fastest way to destroy two buildings. Throw constantly.
- However, do not throw your opponent—at least, not into anything. If you heave him into a big building and it collapses, he gets the credit—not you. In fact, being thrown by an opponent can sometimes net you serious points.
- That green barrier around the outer edge of the arena keeps you in, but it doesn't stop energy beams, thrown buildings, or most Rage attacks. Remember this when you see a building on the other side of the green line that you think needs to be demolished.

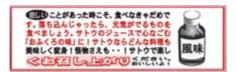


Beam weapons aren't very good at destroying buildings, but they come in very handy against other monstérs.

Toss buildings into other buildings to inflict the greatest damage in the shortest amount of time. If an opponent gets in the way, it's his problem, not yours.



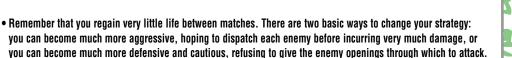
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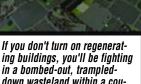
SURVIVAL MODE

Because all Survival mode matches are, for all intents and purposes, the same as Versus matches, the same tactics that you've used in the Versus and Adventure modes work well here.



- · Avoid beam weapons here.
- The quicker you can get the local military to attack your enemy instead of you, the better.
- Whichever strategy you adopt, the battles are much easier if you go to the Options screen and select "Reset Buildings," so that your surroundings will be rebuilt between opponents. If not, you'll likely be fighting in a flat barren wasteland within three or four matches.
- Mecha King Ghidorah™ has a strong advantage in Survival mode because he can absorb energy attacks and convert them into extra health.
- Survival Mode is hard. If you can consistently last 10 or more matches, give yourself a hand—you are truly King of the Monsters!





down wasteland within a couple of matches.



Mecha King Ghidorah™'s energy shield gives him an edge in Survival Mode, but it's still no picnic.

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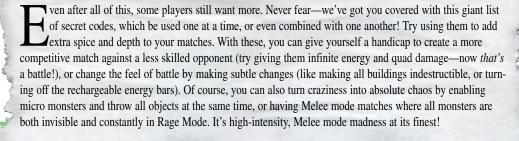
PRIMA'S OFFICIAL STRATEGY GUIDE



SECRETS



The Black and White Mode actually turns out to be kind of appealing, like you're watching an old newsreel of two giant monsters battling it out.



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To enter the cheat codes, do the following:

Press and hold the following buttons in order: □,®, ℝ

Release the buttons in this order: ®, R, L

The code entry box will appear in the center of the screen. Use the D-pad to choose your numbers, and use @ to move on to the next number. When the code is entered, you're all set!



Technicolor Mode, on the other hand, takes a more psychedelic approach. If you thought King Ghidorah™ looked wild when he was, wait until you see him in purple.



It's especially interesting if both monsters are invisible, although it's almost impossible to play. Not even their beam attacks show up in this mode!



Want a real challenge? Give player two infinite energy, infinite rage, and quad damage. But be ready—if you do this, there's a good chance your opponent will destroy you. Just look at that life bar plummet!



This fight doesn't look fair, does it? Actually, a micro monster does present a smaller target, but those stubby little arms are no good for grappling.



Of course, if you don't want to go to the trouble of beating the game over and over to unlock everything, there's a code to instantly update your roster, and another to grant you access to all arenas.



If you like, you could experiment with a match in which both monsters were constantly in rage mode.





Cheat Codes

Code	Effect
567980	Play game in Black & White mode
661334	Play game in Technicolor mode
760611	Player is granted 12 continues in Adventure Mode
986875	Player one is micro monster (one-third normal size)
971934	Player two is micro monster (one-third normal size)
895636	Player three is micro monster (one-third normal size)
795735	Player four is micro monster (one-third normal size)
174204	All players are micro monsters (one-third the size)
843901	Player one is damage-proof
706149	Player two is damage-proof
188522	Player three is damage-proof
286552	Player four is damage-proof
505634	All players are damage-proof
511012	Player one deals quad (4x) damage
815480	Player two deals quad damage
212454	Player three deals quad damage
698206	Player four deals quad damage
817683	All players deal quad damage
492877	Health regenerates (roughly 1/4 the speed of energy)
756287	All buildings and objects become throwable—Awesome!
112122	
	All buildings become indestructible All monsters are invisible
316022	
650867	One time energy: energy doesn't recharge over time, but energy weapons do more damage
649640 122224	Player one always in Rage
	Player two always in Rage Player three always in Rage
548053 451242	
	Player four always in Rage
256806	Turn Military On/Off Player indicators always On (Pd. Pg. etc.)
135984 677251	Player indicators always On (P1, P2, etc)
	Super energy (constant full energy bar) player one
435976	Super energy (constant full energy bar) player two
603696	Super energy (constant full energy bar) player three
291680	Super energy (constant full energy bar) player four
562142	No health power-ups
134615	No Mothra [™] power-ups
413403	No energy power-ups
119702	No rage power-ups
841720	No freeze tanks
225133	Unlock Godzilla® 2K
612633	Unlock Gigan™
877467	Unlock King Ghiodrah™
104332	Unlock Rodan™
537084	Unlock Destoroyah™
557456	Unlock Mecha King Ghidorah™
131008	Unlock Mechagodzilla™
696924	Unlock all monsters except Orga™
480148	Unlock all cities
443253	No status HUD (messages OK)



Don't like getting frozen by freeze tanks? No problem! Turn them off. While you're at it, turn off all power-ups as well.



You may fight well Rodan™, but how well will you do if your energy doesn't recharge?



You could remove the player HUDs for a better view of the action.



The best combination of codes is micro monsters and throw all objects. This is what monster combat is all about!